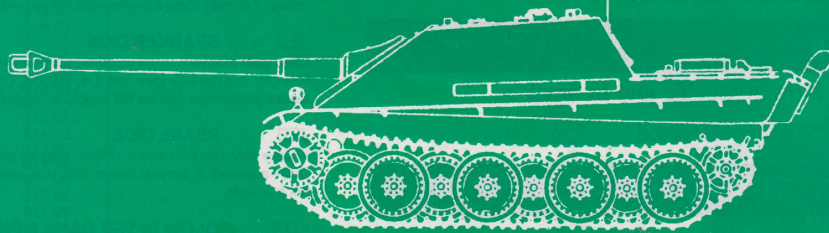




MILITARY SIMULATIONS PTY. LTD.



MAIL ORDER MAGAZINE

AUTUMN 1993 EDITION

MILITARY SIMULATIONS

134 Cochranes Rd. Moorabbin
P.O. Box 164 Moorabbin Vic. 3189
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19 YEARS OF SERVICE

Military Simulations was established in 1974 and for eighteen years has been efficiently and reliably servicing gamers throughout Australia. All orders received are processed and shipped within 24 hours. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

THE SHOW ROOM

Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display, plus a huge range of wargames and role-playing material. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.00am to 1.00pm on the first Saturday of each month.

CLUB DIRECTORY

We need your help! Mil Sims is compiling a national club guide for both role players & wargamers. What we need is your club name & contact address. Once this club list is completed, it will be made available to our customers on request.

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Please note - prices in this catalog are subject to change without prior notice.

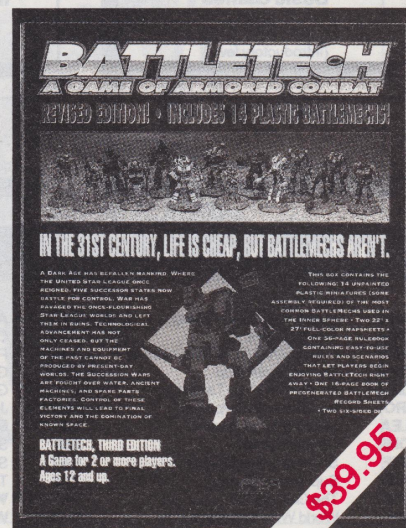
BATTLETECH 3RD EDITION

The best sci-fi boardgame is now back in a new 3rd edition! This boxed set contains a fully revised 56 page rulebook which updates the game to the BATTLETECH COMPENDIUM, a 16 page book of Mech Record Sheets, and 14 superb 1/300th scale plastic miniatures. These miniatures are direct castings of the Ral Partha metal figures, so contain excellent detail. Separate pieces simply clip on, so no glue is required. Mechs included are Rifleman, Wolverine, Phoenix Hawk, ShadowHawk, Marauder, Warhammer, BattleMaster, Wasp, Archer, Crusader, Phoenix Hawk, Locust, Stinger, Thunderbolt, Griffin. The game includes two map sheets. This game is the perfect introduction for anyone wishing to play BattleTech, a universe in which warriors pilot ten meter high machines in battles for galactic supremacy. Game mechanics are easy to pick up, but tactics are crucial and take time to develop.

Note: this game contains no new or altered rules, it merely updates the rules to the COMPENDIUM. The attractions to experienced gamers are the 14 miniatures, still far cheaper than buying metal ones.

SPECIAL COVER OFFER

If desired, customers may buy both BATTLETECH 3RD ED and the BATTLETECH COMPENDIUM for only \$50.00. To order, write down BATTLETECH COVER OFFER on your order form, & we will send you both items.



CYBERPUNK RPG

This role playing game is set in the darkened future of 2020 AD, where both cybernetics and crime have outstripped our wildest dreams. Players can deck themselves out with cyberoptics, cyber limbs, enhanced muscles and bones, boosted reflexes, skill chips which can be plugged in, implants, and of course, all manners of deadly weapons. Life in 2020 USA is deadly. Gangs roam free in parts of every city, and at night the cities become the ir terrain. Cross them and you'd better be ready to back up your argument with an automatic rifle, or you won't see the morning. On the other side of the fence the megacorporations wage war against each other and the gangs, both economically and militarily. Top executives and technicians always face the risk of being "extracted" to serve new employers.

Players are either struggling or much in demand rockers, nomads, solos, net runners, fixers, techies, corporates, medias, and cops. World background given is detailed and chillingly realistic - BladeRunner and Gibson's novels come to life in the 246 page book.

Character generation is one of the best and most detailed systems available, and all rules are concise and easy to follow, including a whole host of cybernetics, character skills & skill progression, combat and weapons, net running, drugs, recovering from wounds, a short story, world history, corporate profiles, 10 challenging scenarios, and an encounter list for life in Night City.

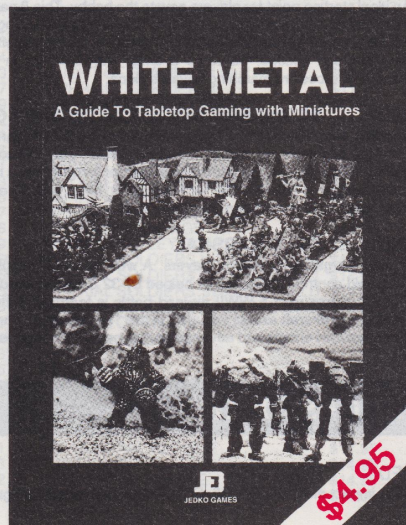


WHITE METAL

This is a 160 page book designed to be a reference and guide to fantasy and sci-fi tabletop gaming with miniatures. There are thousands of black and white photos of practically the whole commercially available ranges of Ral Partha, Grenadier, Mithril, RAFM, Fantasy Forge, and Alternative Armies. This will enable Mil Sims customers to see what the figures look like before they buy them. Ten miniatures rules are reviewed, as well as miniatures painting, gluing, and basing tips. Additional rules for Grenadiers' FANTASY WARRIORS include speeches, the goblin war giant, Marksman, goblin war chant, the Amazon army list, and the Rogue Giant scenario.

BATTLETECH MASS COMBAT MINIATURES RULES

Tired of using just one or two mechs when playing BattleTech? WHITE METAL contains an 11 page miniatures adaption for BattleTech which enables players to use 20 to 30 mechs each, & still be able to finish the game in 4 to 6 hours! Record keeping is reduced to a minimum - rather than keeping one full page for each mech, this adaption allows a player to record all of a mech's details and damage on just one line: & overheating is recorded by counters. Every major Clan and Innerearth mech, AFV, and infantry unit is given a rating in C-Bills, allowing players to have balanced games once again.



WARGAMES

COLOR CODE

- New Item Now Available and In Stock
- New Item Not Yet Released

COMPLEXITY KEY

Basic Games

*

(Introductory level)

Intermediate Games

**

(Still good for beginners)

Advanced Games

(For veteran gamers only)

Master Games

(Too many rules & no spare time!)

COMPANY CODES

ADG Australian Design Group
COA Clash of Arms
EMS Engelman Military Simulations
GAM Games Workshop
GMT It's not Get More Tanks!
IRO Iron Crown Enterprises
LEA Leading Edge Games
OME Omega Games
STE Steve Jackson Games
SUP Supremacy Games
TGI The Gamers Inc
3W World Wide Wargames

AH Avalon Hill
COM Command Mag (XTR Corp.)
FAS FASA Corp.
GDW Game Designers Workshop
GRD Games Research & Design
JED Jedko Games
MB Milton Bradley Games
SDI Simulation Design Inc.
S&T Strategy & Tactics Magazine
TAS Task Force Games
VIC Victory Games
WES West End Games

Hey, these glow in the dark dice are cool! I threw 66. Did I kill the orc?

How the hell would I know? I can't see the damn DM Screen!



BEGINNER'S GAMES

JED BASIC TRAINING

An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to show-case strategy options. Features a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. **\$1.00**

JED BEGINNER'S GUIDE TO STRATEGY GAMING

A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) **\$3.00**

JED FIELD MARSHAL

A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. **\$20.00**

ACCESSORIES

JED POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red,

blue, yellow, green, purple & orange). Bland, but serviceable.

Due April

JED GEM DICE

More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.00 each**

JED SPARKLE DICE

Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25 each**

JED PEARL DICE

Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25 each**

KOP GLOW IN THE DARK 6 DICE SET

For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. **\$12.95**

KOP 100 SIDED DICE

The perfect percentile dice, this dice actually has one hundred faces - though you'll have to wait half an hour for it to stop rolling. **\$13.95**

KOP TEDDY BEAR DICE

These have the "1" replaced with a loveable Teddy Bear silhouette. What practical function do they have? A novel way to roll snake eyes! **\$2.00**

AH AVALON HILL COUNTER TRAY

A clear plastic counter tray with lid and dice-wells for forgetful gamers! **\$4.00**

WES WEST END COUNTER TRAY

Same as above, more sturdy in design with more counter space but no dice wells. **\$5.00**

ARM HEX PAD

Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. **\$5.00**

JED COUNTER SHEETS

896 half-inch card counters in the following colours: pale green, light blue, pink & gray. **\$10.00**

ANCIENT ERA

3W ANCIENTS I

A low complexity tactical-level system, the mechanics of which are unknown at this point in time. However, I can tell you that it contains 32 scenarios (I), six 8.5"x11" maps, plus 200 counters including Hittites, Egyptians, Assyrians, Spartans, Persians, Macedonians, Romans, Carthaginians, Ancient Britons, Goths, Saxons, Vikings, Normans, Crusaders, Muslims, Mongols, English, Scots and French. Features high solitaire suitability. More details later. **\$50.00**

3W ANCIENTS II

Same sort of thing, with 32 new scenarios and six maps. Due April. **\$50.00**

AH BRITANNIA

A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" map-board. **\$60.00**

AH CIVILIZATION

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 2500BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth and build cities which in turn attract commerce, this trade between empires fosters social & technological growth. **\$80.00**

→ ADVANCED CIVILIZATION

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! **\$65.00**

→ TRADE CARDS

50 extra cards as included in the original game. **\$10.00**

→ WESTERN EXPANSION MAP

22"x11" mapsheet extension & African/Iberian AST. **\$16.00**

? CONQUEST

A diceless, chess-like strategic game of maneuver for 2 to 4 people. Players can only have 20 'moves' each per turn, thus they must thoughtfully employ their units to gain (or protect) territory. Components include a 31"x22" mapboard and 104 plastic markers (for legions, galleons, elephants, chariots & cavalry). Very abstract and quite fun - really ideal for jaded gamers with a chess fetish, or adventurous mums and dads. **\$30.00**

DEC FOUR BATTLES OF THE ANCIENT WORLD

Features the battles of Arbela 331BC (Alexander's Macedonians vs. the Persian Empire), Cannae 216 BC (Consul Varro's Roman legions vs. Hannibal's Carthaginian army, plus various mercenaries), Pharsalus 48BC (Julius Caesar and Pompey the Great flex their muscles), and Teuto-burger Wald 9AD (3 Roman legions get their ass kicked by Arminius's Germanic tribes). The mechanics are quite simple and elegant, with special rules applicable to particular scenarios. Components include 2 double-sided 22"x17" maps & 400 colourful counters. **\$35.00**

GMT GREAT BATTLES OF ALEXANDER 2nd Ed

This game is being redone to upgrade it to SPQR rules and components - meaning glorious new counters! The game recreates the rather one-sided battles of Chaeroneia 338BC, The Granicus 334BC, Issus 333BC & Arbela-Guagamela 331BC. Each can be combined to form a single campaign. Quite suitable for solitaire play. The components feature 600 counters and four 22"x34" maps (60 meters per hex). The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight! Due May. **\$85.00**

WES IMPERIUM ROMANUM II

365 scenarios (civil & external) recreate 700 years of the Roman Empire, from cultural superiority to decadent collapse. For 2 to 6 players. The rules cover fortifications, taxation, recruiting, amphi-

bious invasion, road building, foraging, baggage trains, sieges, deforestation, morale, rebellions, political factions, plunder, pirates, militia, random events, divine intervention, and more! 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x51" map (50 miles per hex) covers the ancient world from Britannia to Parthia. **\$70.00**

3W IMPERATOR

1 to 5 players assume the mantle of ancient kings or emperors, vying with one another for the fruits of power and the acclaim of history. Each ruler can either choose to pursue a career of conquest, or attempt to expand their empire through trade and economic development. Contains 15 scenarios (from 1700BC to 1200AD), 400 counters (fleets, armies, cities, traders, raiders, leaders, etc) and a 22"x34" map (covering the Middle East, Mediterranean Basin & Europe). Features seasonal turns, trade income, intriguing court events, disturbing major events, army upkeep, divine intervention (which is available in Barbarian, Polytheistic & Mono-theistic varieties!), royal marriages, (player) monument construction, etc. **\$50.00**

VIC (THE) PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **\$75.00**

AH REPUBLIC OF ROME

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **\$85.00**

GMT SPQR - THE ROMAN ART OF WAR

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedon on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. **\$85.00**

AH SIEGE OF JERUSALEM

In 70AD four Roman legions marched against an imposing, multi-walled Zealot city. Armed with an array of towers, rams and artillery, their task was to breach its defenses before they themselves were exhausted by attrition. Although the Romans were a superior force, their engineers faced a seemingly impregnable fortress. Contains a 34"x48" city mapsheet (50 meters per hex) & 696 counters (200 men per unit). **\$80.00**

3W (THE) BLACK PRINCE

Four battles from the 100 years war: Crecy (French knights get the point of English longbows), Poitiers (Prince Edward makes a defiant stand against waves of Frenchmen), Navarrete (Pedro the Bad and Edward fight Spain & France for the throne of Castile), & Verneuil (a no-quarters given engagement between the Duke of Bedford and a combined French/Scots force). The rules feature heavy cavalry charges, command control, archer ammunition expenditure, and demoralisation. With two double-sided 22"x17" maps and 400 counters. **\$50.00**

3W CROSSBOWS AND CANNONS

A Renaissance quad game highlighting the gunpowder evolution of warfare. The battles are: Pavía 1525 (France vs. the Holy Roman Empire for control of a city), Garigliano 1503 (In Italy the Span-

ish army of Cord-ovo surprise the festive French), Ravenna 1512 (the Spanish-Papal army discover the ruthless efficiency of French artillery), and Bicocca 1522 (Swiss mercenaries, who were the world's best pike units, lose their hard-won accolades to Spanish firearms). Contains 400 counters & two double-sided 22"x17" maps, with easy period mechanics that include melee combat, unit facing, skirmishers, etc. **\$50.00**

AH KINGMAKER

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. **\$55.00**

AH NEW WORLD

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. **\$45.00**

3W ROYALISTS & ROUNDHEADS

English Civil War quad game featuring the battles of Marston Moor 1644 (5 armies fight for control of northern England), Naseby 1645 (King Charles & Prince Rupert face Sir Fairfax & Cromwell, with Oxford and the Crown up for grabs), Justice Mills 1644 (Royalist forces clash with Scottish covenanted at the gates of Aberdeen), and Kilsyth 1645 (a vicious Scottish bloodbath between western-clan highlanders and the Auchinvalley covenanted). Muskets & artillery, the precursors to modern warfare, begin their dominance over rapiers, pikes, crossbows & lances. Contains two double-sided 17"x22" maps & 400 counters. **\$35.00**

MB SHOGUN

2 to 5 players can participate in this very entertaining game of empire building in feudal Japan. Carefully established alliances, and their sudden deceitful forfeiture, has as much influence over the struggle for power as conventional military confrontations. Mechanics include economic strategy, leader experience, ninja assassinations, fortresses and ronin mercenaries. Features a large mapboard divided by provinces, and 406 plastic 25mm miniatures. **\$90.00**

3W THE CRUSADES

4 games of Western (Christian) Europe's campaign against Muslim domination in the Near East: Antioch 1098 (Duke Godfrey's cavalry, after surviving 21 days of siege, do a Desert Storm on the Emir of Mosul), Ascalon 1099 (the fate of Jerusalem lies at Asouf where Godfrey's Crusaders clash with the Egyptian Emir's forces), Acre 1189 (King Guy's siege of Acre is interrupted by a relieving force of Turks led by Saladin), and Asouf 1191 (with Jerusalem in his sights, Richard the Lion Hearted marches on Jaffa with Saladin in hot pursuit). 400 counters & two 17"x22" double-sided maps. Suitable for solitaire play. **\$50.00**

S&T153 ZAMA

This issue of S&T contains two wargames, ZAMA, a simple and fast playing rendition of Rome's defeat of Carthage in 202 BC. The rules are based on Decision Games Four Battles of the Ancient World. 100 counters. The 2nd game is OPERATION FELIX, a "what-if" German assault on British held Gibraltar during 1940, World War Two. 100 counters. **\$15.00**

NAPOLEONIC ERA

AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 huge campaigns. **\$80.00**

COA LA BATAILLE D' AUERSTAEDT 3rd Edition

October 1806 - Friederich Wilhelm III's Prussian army reverses its drive on the Rhine and begins withdrawing to Magdeburg, where it collides with Davout's outnumbered III Corps. Features Marshal Enterprise's award-winning Napoleonic system which stresses unit orientation, formation (ie: column, line, general order, square, road column & skirmish) and morale, with detailed rules for cavalry & artillery. One hex equals 100 meters, whilst each counter represents regiments, battalions & batteries. With 448 counter and 22"x34" map. **\$55.00**

COA LA BATAILLE DE LIGNY

Napoleon had again taken the Imperial throne of France. Quickly he harnessed the exuberant populace for war, for the Prussians and English were moving against him. Napoleon's armies crossed into Belgium to engage the Prussians, thus denying the central ground to England. The following day Blücher's massive army faced the French Armée du Nord from across Ligny Creek. This game covers the opening battles of the Waterloo campaign at regiment & battalion level. Features the much vaunted new standard rules and very impressive graphics, with four 34"x22" maps plus 840 counters. **\$70.00**

COA LA BATAILLE DE MONT ST. JEAN

THIS IS NOT A COMPLETE GAME. It is an expansion to be used in conjunction with Ligny & Quatre Bras (see above), allowing players to partake in the epochal clash at the Waterloo battlefield. Components include four 22"x34" maps and an exclusive rulebook. Not recommended for the faint hearted! Due April. **\$80.00**

COA LA BATAILLE DE QUATRE BRAS

When, in 1815, the left wing of the Armée du Nord clashed with Wellington's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map and 600 superb counters. All units are rated for type (line, light, guard, elite, skirmish), melee and fire combat, morale, movement, plus range. Recommended for buffs. **\$55.00**

3W RORKE'S DRIFT & THE BOER WAR

Rorke's Drift: Counters represent individual British soldiers or seven Zulu warriors. Mechanics include fire-spear attacks, sniper suppression, fatigue, ammunition depletion & barricades. Contains a 22"x34" map, 400 counters & 5 scenarios. The Boer War: A low-complexity campaign game of the 1899 guerrilla war that includes rules for individual leaders, Boer evasion & infiltration, armored trains, British disease attrition, concentration camps and Kitchener's scorched-earth policy. With a 22"x34" map & 200 counters. **\$40.00**

COA THE EMPEROR RETURNS

Recreates the crucial struggle for supremacy between the French Armée du Nord and the 7th



Coalition in 1815. This was a crucial struggle for the brilliant Napoleon, his outnumbered yet resolute force had to control the middle ground between the Prussians & English in order to engage them individually. Historically this led to the legendary battles of Quatre Bras, Ligny, and Waterloo, but players obviously have the benefit of hindsight with which to pursue alternative goals - the potential strategies for both sides are ripe with possibilities! With 240 counters (brigades, divisions, corps & individual leaders) plus a 22"x34" map (2 miles per hex). **\$45.00**

S&T154 THE RUSSO-TURKISH WAR 1877-78 ***

This is the wargame contained in S&T154, following the war which permitted Russian to rise into a great power. It contains heaps of rules and five scenarios. Rules include headquarters, lines of communication, fog of war, bombardment, neutral countries, fortifications, etc. With 200 counters and one large map. **\$15.00**

AH WAR AND PEACE **

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **\$60.00**

AH WOODEN SHIPS & IRON MEN **

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **\$60.00**

THE AMERICAN CIVIL WAR

VIC ACROSS FIVE APRILS *

Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. **\$75.00**

GDW A HOUSE DIVIDED 2nd Ed. *

An excellent introductory-level grand-strategy game, covering this brutal secessionist war from 1861 to 1865, and emphasising strategic goals, lines of communication & accumulative unit combat experience. Contains 160 counters and a 17"x22" mapboard with city/location boxes connected by transportation lines. The rules are informative, and very easy to learn, with advanced & optional mechanics to spice things up. Some Strategy & Tactics hack said "...An incredibly fun game. A must-buy!" - believe him. **\$55.00**

TGI BARREN VICTORY **

Covers the 3-day 1863 Battle of Chickamauga, where the Confederates hoped to avenge the whipping they suffered at both Gettysburg and Vicksburg by achieving a decisive victory in the west - and for once the South's forces, the Army of Tennessee with support from the Army of Northern Virginia, outnumbered the Federals. Includes two 22"x34" maps (200 yards per hex) and 560 counters (Brigade scale with 100 man steps). The mechanics feature 5 states of morale (Blood Lust included), a close combat system, advanced command rules, minor variants with optional troops, and 6 scenarios. **\$50.00**

COA CAMPAIGNS OF ROBERT E. LEE ***

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc. etc! Components include 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! **\$60.00**

COA CHANCELLORSVILLE Pinnacle of Victory ***

In 1863 the Army of the Potomac, reformed in spirit & material after an earlier debacle, again sought to wrest control of Fredericksburg from the tenacious Army of Northern Virginia. Although greatly outnumbered, an audacious Robert E. Lee mastered the battle and crushed the Union forces as they traversed the Wilderness, much to Lincoln's despair. Includes three 22"x34" maps (265 yards per hex) & 480 counters (half-brigades). Rules include bridging & entrenching techniques, plus an assortment of random events to plague both sides! **\$50.00**

FGA CIVIL WAR CLASSICS Vol. 1 **

Covers two 1862 battles: Pea Ridge a decisive battle for control of Missouri, plus Shiloh: the battle for Tennessee where U.S. Grant faced furious Confederate assaults at Pittsburg Landing. Includes short introductory scenarios, as well as more detailed & lengthy games. Mechanics include gunboats, night fighting, encampments, unit activation, fire & melee combat, leadership modifiers & variable morale effects. Contains 480 counters (demi-brigade), a 22"x34" map (Shiloh), plus a 17"x22" map (Pea Ridge). This is worth well over... **\$15.00**

COM GETTYSBURG - LEE'S GREATEST GAMBLE **

July 1863: Lee's Army of Northern Virginia, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine **Command Issue 17**, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. **Command Magazine # 17** contains the following articles: Gettysburg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. **\$15.00**

AH HERE COME THE REBELS **

The 2nd game to use the rules in **STONEWALL JACKSON'S WAY**. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. Due May. **\$60.00**

TGI IN THEIR QUIET FIELDS **

The Confederate campaign in Maryland has failed; the Army of Northern Virginia, depleted by combat losses & stragglers, faces an enemy twice its size. But Robert E. Lee elects to march on Antietam, knowing that the rebel spirit remains undaunted, and therefore the battle is as yet unfinished. A tense simulation containing 560 counters (Brigade scale with 100-man steps), and a 22"x28" map (200 yards per hex). Mechanics include command points, written orders, order acceptance rolls, panic, emergency retreats, command radii, unit facing, extended lines, force marches, stragglers, close combat, artillery supply, etc. **\$50.00**

COA MARCHING THROUGH GEORGIA **

Sherman's three Union Armies battle the Army of Tennessee, although numerically inferior the Confederates were very tenacious in defense. Sherman sought to outflank the rebel lines and capture Atlanta, thus denying the enemy their foundries & raillines. This is a contest of strategic maneuver, with combat resolved on a tactical display where unit strengths remain hidden until assaulted or probed. Contains two 17"x22" maps, 240 counters, 3 scenarios, a 40-turn campaign, and mechanics with quite subtle nuances. **\$40.00**

COA MISSISSIPPI FORTRESS **

A strategic simulation, with tactical combat resolution, that recreates Grant's 1863 campaign to split the Confederacy by capturing the Mississippi River valley. To achieve this goal the Union had to control the central ground between two Rebel Armies, plus capture daunting Vicksburg and Port Hudson. Rules include weather, gunboats, shore batteries, the grueling Vicksburg siege, forced marches, unit stragglers, plus hidden strengths. An excellent game of maneuver and bluff, with clever mechanics, a 17"x22" map and 240 counters. **\$40.00**

3W RAID ON RICHMOND **

In 1864 General J. Kilpatrick led a miserable assault on Richmond which failed to achieve anything of substance. Quite uneventful indeed, but his game hypothesises on the vicious urban brawl that could have erupted had Kilpatrick not ignobly fled the field - imagine brazen Union cavalry riding amok in the streets! Includes two 22"x24" city maps highlighting sites of political/military value & 300 counters. Mechanics cover releasing & arming POWs, barricades, commandeering transport, slave evacuation, plus leader capture or executions. **\$35.00**

AH STONEWALL JACKSON'S WAY **

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. This game will link-up with future ACW releases. Has 520 counters. **\$85.00**

VIC THE CIVIL WAR 1861 - 1865 ***

A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. **\$65.00**

COA WAR FOR THE UNION **

A non-complex grand strategy game that covers the entire civil war. Mechanics include industrial



centers, variable troop quality, Southern recruiting practices, et al. This game should feature a 22"x34" map, 600 counters, several short scenarios and a campaign. Optional variants will include such things as British or French intervention! Due April. **\$50.00**

SDI 1862

4 short (about 3 hours) scenarios that stress the problems of command & troop morale. Features - Antietam: outnumbered 3 to 1, can Robert E. Lee & the Army of Northern Virginia outsmart McClellan again? Murfreesboro: the Union marches on Atlanta, and in the process gets soundly walloped by a rebel ambush. Seven Pines: the powerful Army of the Potomac tries to wrest control of Richmond, the Rebel capital. Fort Donelson: U.S. Grant traps the Confederates on the Cumberland River, in the strongest fort in the country. Con-tains two doubled-sided 17"x22" maps & 400 counters (scale: regiments & divisions). **\$40.00**

WORLD WAR ONE

3W ACES HIGH

A popular game whose parent company decided to lay down & die, 3W have now decided it's worth resurrecting. This born-again version is a fast simulation of air-to-air combat using simultaneous movement. 72 different types of aircraft are each rated for speed, armament, damage absorption, flight characteristics, etc. Pilots are rated for marksmanship, endurance, spotting, courage, etc. More details later. Includes 100 counters, log pad, map, etc. Due soon? **\$50.00**

GDW BLUE MAX 2nd Edition

A fast multi-player game of grueling dogfights over the battlefields of France. Each player pilots one or more aircraft, each of which has a record sheet to log fuel & ammo expenditure, as well as damage to various structural parts. There are 7 British, 3 French, 2 American & 9 German fighters to choose from - each has its own maneuver schedule card, which highlights the plane's flying abilities as per its speed. Further rules cover such things as five altitude levels, damage spin-outs, tailing, fire damage, and more. Components include a bland 22"x28" map, but 60 beautiful aircraft counters! A simple game that offers an exciting contest for all ages. **\$55.00**

AH DIPLOMACY

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **\$35.00**

AH DELUXE DIPLOMACY

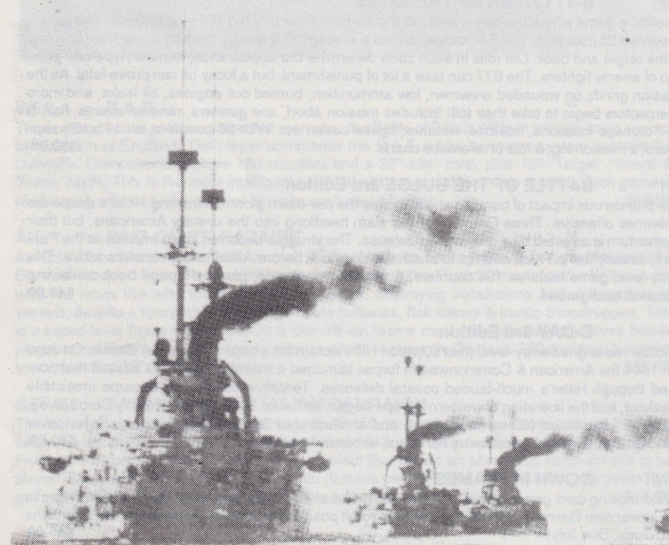
A flashy new Diplomacy, with expanded rules presentation, redone single fold mounted map-board, wooden pieces with unit decals, and wooden pieces with flag decals. Worth this ridiculous price? Don't buy it when your sober... **\$100.00**

AH KNIGHTS OF THE AIR

This is a superior aerial combat simulator for 1 to 6 aspiring pilots. Components include 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. The rules feature variable pilot experience, a fast-playing card-based maneuver system (players secretly select one of 11 cards, each rated for degree of difficulty - novice pilots & poor aircraft have maneuver restrictions), and historic aircraft capabilities (for rates of climb & dive, maximum & stall speed, turning abilities, etc). A great quality, fun game. **\$50.00**

3W SALVO II

Recreates the naval war between Germany & England, with 9 historical & hypothetical scenarios. The mechanics cover such things as gunnery, torpedoes, damage control, sun glare, wind speed, fleet formations, crew & ammunition quality, mines, etc. Components include 400 counters (individual capital ships plus screening units of cruisers & destroyers) with a 22"x34" map (2,000 yards per hex). **\$60.00**



ADG FATAL ALLIANCES

A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavian Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. **\$40.00**

PAN WARLORDS

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! **\$10.00**

WORLD WAR TWO

AH ADVANCED THIRD REICH

A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" mapsheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **\$90.00**

MB AXIS & ALLIES

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **\$90.00**

JED EUROPE AT WAR

A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). **\$20.00**

AH NAVAL WAR

An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destroyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **\$25.00**

AH SQUAD LEADER 4th Edition

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, morars, flamethrowers demo charges, AT guns, and so much more! **\$70.00**

AH UP FRONT

This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Components include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. **\$50.00**

↳ BANZAI

An expansion set that introduces English & Japanese forces to UP FRONT. Features new rules for jungle warfare & solitaire play. Contains 80 cards, 63 counters & 12 scenarios. Boxed. **\$15.00**

↳ DESERT WAR

Features French & Italian units, desert rules, plus 7 scenario reference tables for all of the UP FRONT combatants (for tournaments or DYO?). Contains 70 cards and 63 counters. **\$6.00**

ADG WORLD IN FLAMES 5th Edition

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. With 1000 counters (30 nationalities). For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **\$80.00**

↳ DAYS OF DECISION

A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), a 24"x16" political map, a mini-map of Spain, etc. **\$50.00**

↳ PLANES IN FLAMES

Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. **\$40.00**

TSR WWII - EUROPEAN THEATER

Another one of those pseudo-monster grand strategy games for 2 to 5 dedicated players (whose social life will suffer accordingly), covering the European and Middle East conflict from 1939 to 1945. The mechanics cover air & naval operations, production, leaders, weather, strategic warfare, supply, politics, historical considerations, unique USSR rules, etc. You want detail fanboy? - Each Seasonal Turn features 4 phases & 10 steps, while Monthly Turns contain 6 phases & 28 steps! Components include two beautiful 23"x34" maps (50 miles per hex) & 1200 counters (representing forces from 19 nations). **\$85.00**

ADVANCED SQUAD LEADER

Without doubt this is the most realistic and historically detailed tactical WWII system available. Production standards are excellent, featuring superb graphics and very intricate game mechanics - 2 minutes per turn, 40 metres per hex, and counters representing squads of 5 to 10 troops, single vehicles, leaders, or support weapons. Be prepared for a lot of reading!

AH ADVANCED SQUAD LEADER

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! **\$60.00**

AH ASL ANNUAL '89

64 pages with 18 scenarios. Articles include a study of US/USSR manpower & material in ASL, historical commentary on SL with a comprehensive index, a bit of fun on Scottish Pipers with counter-art, the 8 steps to winning ASL tournaments, on-board mortars, and more! **\$25.00**

AH ASL ANNUAL '90

64 pages with 19 scenarios. Articles include Italian manpower & material in ASL, programmed scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. **\$25.00**

AH ASL ANNUAL '91

64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. **\$25.00**

AH ASL ANNUAL '92

80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. **\$25.00**

MODULE 1 BEYOND VALOR

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. **\$90.00**

MODULE 2 PARATROOPER

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. **\$50.00**

MODULE 3 YANKS

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. **\$90.00**

MODULE 4 PARTISAN!

Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). **\$40.00**

MODULE 5 WEST OF ALAMEIN

An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, and weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x22" escarpment map and six pages of terrain overlays. **\$99.00**

MODULE 6 THE LAST HURRAH!

Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia (one has Polish Uhlan cavalry tackling Panzer IIAs from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). **\$40.00**

MODULE 7 HOLLOW LEGIONS

This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. **\$60.00**

MODULE 8 CODE OF BUSHIDO

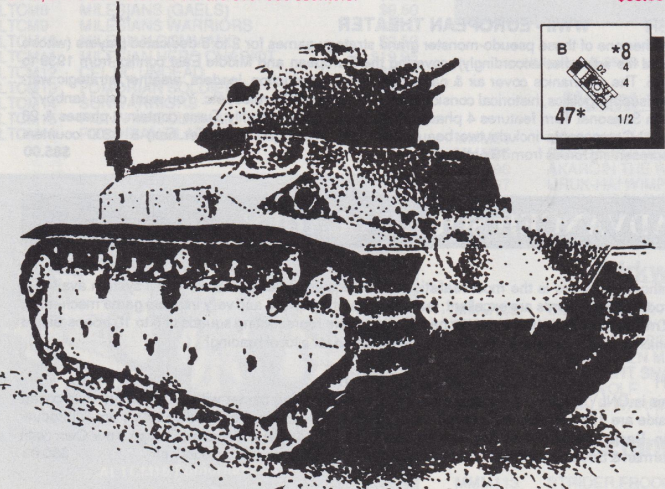
Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. **\$99.00**

MODULE 9 GUNG-HO!

Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. **\$99.00**

MODULE 10 CROIX DE GUERRE (Cross of War)

This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. **\$85.00**

**AFRICAN CAMPAIGN****JED (THE) AFRICAN CAMPAIGN 2nd Edition**

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. **\$25.00**

GDW BLOODY KASSERINE

Tunisia 1943: Rommel's 21st & 10th panzer divisions, newly equipped with the formidable Tiger, prepare to sortie forth and roll up the Allies' southern flank. Outnumbered, albeit more combat experienced, they could have kicked ass if the dice rolls had been better. Mechanics include air power, weather, tactical expertise, German infiltration & break-off, poor training, plus variant options - such as Patton's involvement! Contains a 22"x17" map & 176 counters. **\$40.00**

GDW RACE FOR TUNIS

Hemmed in by advancing Allied forces from both east and west, the beleaguered African Korps desperately fortify Tunisia with reinforcements from Italy. Following defeat at El Alamein Rommel must save his vital Tunis supply line from an eventual Allied assault. Based on, & fully compatible with the Bloody Kasserine game, the mechanics include optional air drops & amphibious landings, plus multiple scenarios. Contains a 22"x17" map & 176 counters. **\$45.00**

GDW SANDS OF WAR

An excellent tactical combined-arms system for North African conflicts, from 1941 to 1991. Includes 5 pages of 'jump-start' rules for beginners, plus more comprehensive mechanics covering such things as advanced munitions, amphibious vehicles, obstacles, visibility, reaction movement, unit cohesion, helicopters, chemical warfare, etc. Contains 31 historic scenarios (8 of them WW2), ranging from Operation Brevity, to Desert Storm, plus a DYO section. Components include 880 counters & sixteen 11"x17" maps. **\$80.00**

WESTERN FRONT**GMT AIR BRIDGE TO VICTORY**

In an attempt to outflank the formidable German Rhine defenses three airborne divisions are dropped en masse to capture bridges along a narrow corridor from Eindhoven to Arnhem. But the Allies face a race against time if their armour is to exploit this bold operation. A Battalion level game with rules for initiative, automatic victory, air support, close assault, engineers & integrated maneuver combat. Contains 300 counters, plus 22"x34" & 22"x17" maps. **\$60.00**

VIC AMBUSH!

Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satchel charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. **\$80.00**

MODULE 1 MOVE OUT!

This expansion set contains 60 new character & vehicle cards, 11 extra missions, AMBUSH! errata, rules for radios, and some clarifications on common rules misinterpretation. **\$30.00**

MODULE 2 PURPLE HEART

Contains 60 new character & vehicle cards, 13 very difficult missions, 108 counters, a 16"x22" map, two 11"x16" maps, more rules clarifications & errata, new tank actions, and more. **\$55.00**

AH B-17 QUEEN OF THE SKIES

A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll! Includes mission abort, ace gunners, random events, flak, B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. **\$50.00**

AH BATTLE OF THE BULGE 3rd Edition

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. **\$40.00**

AH D-DAY 3rd Edition

Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **\$40.00**

GMT DOWN IN FLAMES

A fast moving card game for two or more players of airwar in Europe, from the Battle of Britain to the airwar over Germany. Contains rules for aircraft positioning, altitude, experience, etc. Contains 110 cards. Due July? **\$45.00**

JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap! **\$12.00**

3W HITLER'S LAST GAMBLE

In a desperate bid to drive a wedge between the British & American armies, thus shattering their inexorable advance, 19 refurbished German divisions were directed to capture Antwerp in an unexpected offensive thru the heavily forested Ardennes in Belgium. The comprehensive rules feature reserves, reaction & exploitation phases, engineers, tactical air power, ground conditions, Allied fuel dumps, operations Spatlese & Grief, armor superiority, attack coordination, weather, roadblocks, Tiger battalions, unit fatigue, elite troop tenacity, road space, plus 24 historical

variants and much more! Contains 800 counters and two 21"x32" maps. Old wargames never die - they just sit on our shelves for ever! **This game is worth \$85.00. \$25.00**

AH LUFTWAFFE

Covers the American strategic bombing campaign in Europe from Jan. 1943 to April '45. The U.S. player must sortie flights of bombers & fighter escorts to destroy key industrial targets, particularly aircraft factories. The Germans must blunt these devastating strikes with their flak & formidable interceptors, but limited air assets means that shrewd judgement of enemy objectives is vital. What develops is an aerial slugfest, gaps in the U.S. fleet are quickly plugged by reinforcements, whereas German replenishment is proportional to the number of aircraft factories remaining! Contains 277 counters & three 8"x22" mapboards. **\$40.00**

VIC OPEN FIRE

A solitaire campaign game based on the mechanics of AMBUSH!, the player commands a U.S. tank platoon, while the hidden German foe is controlled by mission cards and programmed paragraphs. The rules feature using captured vehicles, close & charge assault, mines, bunkers, morale, improved crew skills, air support, smoke, panic, and a variety of vehicles with which to select a unit - from the homely M4A1 Sherman to the ass-kicking Pershing! Contains six missions, 210 counters and a 22"x32" map (50 metres per hex). **\$50.00**

GMT OPERATION MERCURY

Operational level game covering the battle for Crete in 1941, where German paratroopers & tenacious Commonwealth troops fought for control of the airfields & ports. Rules allow units to attack via maneuver, bombardment or assault combat, and include paradrops, amphibious landings, Allied tanks, automatic victory conditions, the air-naval battle, & British night tactical superiority. Contains 300 counters (company & battalion level) and two 22"x34" maps. Due April? **\$60.00**

AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. **\$65.00**



WES R.A.F.

This is an exception solitaire game that recreates the Battle of Britain, Hitler's prelude to his projected invasion of England. The player commands the R.A.F. whilst the game system controls the Luftwaffe. Components include 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the most intelligent solitaire system available on the market. Each game is challenging, with enough variables to make each play different. **\$60.00**

AH RAID ON ST. NAZAIRE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolition teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. Contains 260 counters & a point-to-point system 16"x33" mapboard. **\$65.00**

S&T150 SALERNO - THE ITALIAN CAMPAIGN

This is the game in Strategy & Tactics magazine #150, an operational-level simulation of the Allied seaborne landings in Southern Italy in September 1943, and the subsequent battle for the interior. Features both an historical scenario, plus a variant that allows an alternative invasion site to be played. Components include a 22"x34" map (5 miles per hex) and 200 counters (regiments, brigades & battalions). Features a detailed article pertaining to the battle. **\$15.00**

3W SALVO!

A fast-playing game of battleship actions in both European & Pacific theatres. Includes hypothetical & historic scenarios, a 19"x24" map (2,000 yards per hex), and 200 counters (individual battleships or screening units). The mechanics feature torpedoes, damage control, maneuvers, friendly fire, mines, crew quality, shore batteries, and more. A quick-playing game for naval buffs who have an aversion to messy paperwork! **\$60.00**

3W SINK THE BISMARCK!

In May 1941 the German battleship Bismark & heavy cruiser Prinz Eugen begin operation Rheinübung: the destruction of Allied shipping in the Atlantic. This is an operational-level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, a pre-plotted German movement log, historical & hypothetical scenarios (ie: the Scharnhorst & Gneisenau joining in from Brest), and the vital role of aircraft. Contains 200 counters and a map (75 miles per hex). **\$50.00**

VIC SHELL SHOCK

Players determine the composition of their squad(s) before play, and then purchase a variety of

light & heavy assets (such as barbed wire, artillery support, AT weapons, HMGs, fox holes, etc). Components include 5 maps (10 yards per hex), 540 counters (individual vehicles & men) and 6 variable-ending missions. Mechanics feature individually rated squad members, hidden defense, combat saavy, engineers, AFVs, mines, air support, fate, campaign play, and random events. Based on the suspense-filled Ambush! system, but for two or more players, with a box cover painted by a two year old. **\$20.00**

JED VICTORY AT SEA

A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short 'n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. **\$30.00**

EASTERN FRONT

S&T152 CASE GREEN

A magazine game from Strategy & Tactics #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, ect. **\$10.00**

COA EDELWEISS

Recreates the 1942 invasion of the Caucasus: two German armies attempt to capture the petroleum works deep in south-east Russia before a Soviet winter offensive can counter their drive. The excellent mechanics structured into eleven phases, with exclusive rules covering atmospheric & ground conditions, special terrain types, partisans, patrols, outposts, sabotage, caravans, command flexibility, mountain & jagger divisions, oil brigades, airdrops, NKVD units, armoured trains, and more. Contains 4 scenarios, with a variant-history Order of Battle, 720 counters, and four very detailed 22"x34" maps. **\$60.00**

COA PRELUDE TO DISASTER

On May 1942, 4 Soviet armies shatter the South Ukraine front. This un-expected 1,200 tank juggernaut threatens to crush the 6th Army, liberate Kharkov, and seize the Dnepr River crossings. German reinforcements, assembled for operation Fridericus, with concentrated air support are rushed into battle to hammer the flank of the Russian offensive. Mechanics include poor quality troops, airpower, partisans, variant-history reinforcements, plus optional (historic) command restrictions. Components feature 720 counters (divisions, regiments & brigades), and one 22"x34" map (5 miles per hex). **\$50.00**

GMT RED (ARCTIC) STORM

Covers the fiercely contested 1939 to 1940 Winter War - Russia invades Finland, but is unexpectedly humiliated time and again by the vastly outnumbered, valiant defenders. Components include 200 counters (at brigade, regiment & division level) and a 22"x34" map (24 kms per hex). Rules cover paratrooper drops, amphibious assaults, the effects of severe weather, ski units, Scandinavian volunteers, and possible Western intervention. Due April? **\$50.00**

JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. **\$25.00**

GDW STAND AND DIE

October 1941, along the motor highway on Borodino the 10th Panzer Division and Das Reich make a desperate lunge for Moscow before Soviet reinforcements and the onset of a severe winter finally blunt Hitler's offensiver. This crucial battle for Russia's capital is recreated at the company level, with 650 counters (featuring detailed differentiation between vehicle types, firepower & troop role), two 19"x28" mapboards (500 meters per hex), and 3 scenarios. The mechanics cover air support, air superiority, direct fire, indirect fire, reaction fire, close combat, command-control, morale, engineers, night fighting & substantial historic background. **\$90.00**

AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). **\$50.00**

PACIFIC THEATRE

OME CARRIER WAR

A strategic campaign game, from late 1941 to '44, with operational overtones. The focus is on the control of land, sea & air operations, with variable developments in technology, doctrine, training & production given a peripheral role. The mechanics include three levels of complexity, monthly turns, strategic bombing, airborne & amphibious operations, engineers, naval repairs, fortifications, air searches, submarines, solitaire-play options, and more! Features 7 scenarios, 800 counters (mainly divisions, individual capital ships, etc), and a 22"x30" map. **\$50.00**

AH GUADALCANAL

Covers the battles in and around the East Solomons, Santa Cruz, and Guadalcanal. There is an interesting parity between the belligerents - the Japanese fleet was the world's biggest, but the Allies had a larger air force. Mechanics should be about the same as MIDWAY, with searchboards and battle-boards. More details next catalogue. Due April. **\$45.00**

AH MIDWAY 2nd Edition

After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S. navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on

a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. **\$45.00**

GMT OPERATION SHOESTRING ***

In August 1942 the Marines landed at Guadalcanal, their hard-fought victory would turn the tide of Japanese expansion. This is a company-level game of the battle, with the air & naval conflict fully integrated with the ground fighting. The mechanics feature engineers, Japanese hidden units, limited US intelligence, close assault, improved positions, naval bombardments, Banzai charges, automatic victory conditions, fatigue, combat-supply, and more. With a 22"x34" map (1 mile per hex) and 600 counters. An evenly-matched contest for 1 to 4 players. **\$65.00**

VIC PACIFIC WAR ****

In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-gnashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! **\$100.00**

3W "SCRATCH ONE FLAT TOP!" **

A simulation of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target acquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and two movement/search maps. **\$50.00**

3W TARAWA: BLOODY BETIO **

A quick *solitaire* game of the 2nd Marine Division's costly invasion of Tarawa, as part of Operation Galvanic; the campaign to seize the Gilberts. The player controls the Marines, from brutal beach assault to mopping-up, while the Japanese defenders (having lost their communications network in the pre-invasion barrage) do reaction fire from their strongpoints, waiting for nightfall to initiate deadly banzi charges. Mechanics include LVTs, tanks, pill boxes, booby traps, sniper fire, air strikes, bombardments, supply, combat engineers, morale, demolition squads, etc. With 200 counters & a 22"x34" map (60 yards per hex). **\$40.00**

S&T142 TARAWA: RED BEACH ONE **

Strategy & Tactics issue #142 features another *solitaire* recreation of the battle for Betio: in an area covering less than 290 acres 1000 Marines and about 3450 Japanese were killed in 3 days of desperate melees. The player assumes command of the beach-storming leather-necks, whilst the defenders retaliate from within a static defense of fortified positions (or an occasional counter-attack). The rules feature a two-player game, an optional reinforced Betio garrison, B-17 'daisy-cutter' strike, and the usual stuff like Am Tracs, airstrikes, ect. Components include 100 counters (mainly company level) and a 17"x22" map (100 yards per hex). **\$12.00**



AH VICTORY IN THE PACIFIC 2nd Edition *

Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamin' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. **\$55.00**

TSR WWII - PACIFIC THEATRE ***

This is a strategic level 1937 to 1945 campaign game with operational elements. The mechanics use monthly & seasonal turns, units appear in a historical sequence, while unit repairs & general construction are procured thru a nation's economic points. The two colourful 23"x34" maps (100 miles per hex) include a chunk of India, China & Mongolia, giving players a bit of elbow room. The 1200 counters include everything from fighter-bombers & paratroops, to engineers & destroyer escorts. There are 11 scenarios, & details for combining this game with WWII - EUROPEAN THEATRE (there goes your social life!). **\$85.00**

POST WORLD WAR TWO

S&T144 CHAD: OH WHAT A FEELING - THE TOYOTA WARS ***

An interesting study for a wargame - the Chadian Civil War was a brutal conflict fought in typically uncompromising northern African terrain. The main protagonists were the Armed Forces of the North (pro U.S.) and the People's Armed Forces (pro Libya). Assistance was sponsored by Libya, America, France and the Organisation of African Unity. A total of 12 other smaller guerrilla factions participated, most with variable allegiances. The game covers both domestic details (such as drought, national GDP, foreign aid, tax, harvests, the military budget, etc) and military concerns (water supply, guerrilla sanctuaries, fortifications, airborne assaults, Libyan/French intervention, SAMs, reconnaissance, etc). Certainly not for the faint-hearted! Includes 200 counters (company & battalion level) and a 22"x34" map (35kms per hex). **\$15.00**

VIC FLASHPOINT: GOLAN! ***

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). **\$35.00**

AH IDF **

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraqi, and Jordan. Due May. **\$70.00**

GDW SANDS OF WAR ***

Detailed game of tactical combined-arms combat in the Middle East, from 1941 to 1991. Contains 31 scenarios (23 are post WW2), plus a DYO section. See page 7 for details. **\$80.00**

GMT SILVER BAYONET ***

Vietnam 1965 - an NVA Division marches on the strategic town of Pleiku, with only a few grunts from two special forces camps to stop 'em. The 1st Cavalry Division, untired in combat but fully airborne with over 400 choppers, is rushed into the Central Highlands to arrest the enemy's momentum. This is a company-level simulation that features automatic victory conditions, close assault, artillery/gunship/air support, hidden NVA units, limited US intelligence, observation helicopters, and more. Components include 200 counters, a 22"x34" map (1 mile per hex), 12 scenarios, plus a few 'What if?' variants. **\$50.00**

VIC VIETNAM 1965-1975 ****

A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, air mobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps (6 miles per hex). **\$60.00**

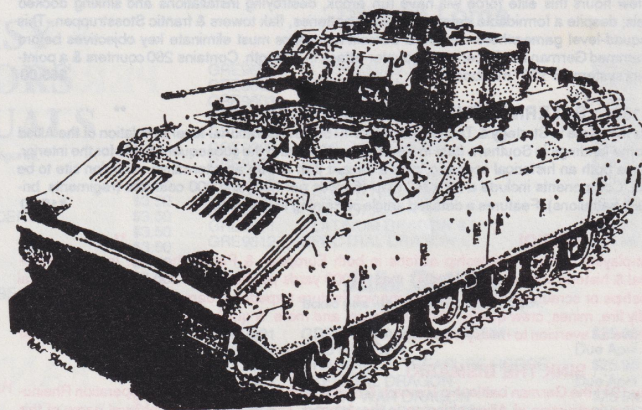
WORLD WAR THREE

AH ATTACK SUB *

A simple & devastating fast two-player game of submarine warfare that utilises cards, randomly drawn but selectively played, to determine sensor detection, contact reduction, weapon lockon, evasive action, range, malfunctions, heli-copter support, & more. As cards are frantically employed by players or thrust upon opponents, thus subs & ships jockey for position, evading probes from ASW vessels, whilst maneuvering quietly for that perfect shot, hoping no mis-fortune will befall them. Players have a choice of 48 ships & subs to command, each with its own large data card to record damage, contacts, etc. There are 13 scenarios, all NATO vs. Soviet navy, except for a Falklands war duel, & a 'Hunt for Red October' situation. 128 action cards (there's one depicted on the left) are the guts of this entertaining game that only takes 10 to 60 minutes to play. **\$25.00**

VIC CENTRAL AMERICA ***

A grueling simulation of South American gunship diplomacy with 25 scenarios & campaigns detailing historic & hypothetical covert, guerrilla, insurgency & conventional military operations in Costa Rica, Nicaragua, Honduras & El Salvador. Components include 780 counters representing air & land (from company to brigade) forces from over 17 nations, & a 32"x22" map (15 miles per hex). The mechanics have three levels of complexity, covering political considerations, weather, chemical warfare, Arclite strikes, paratroops, amphibious assaults, supply depots, demolitions, CIA helicopters, special forces (including Mosad & SOG teams), aerial counterinsurgency, and much more. **\$50.00**



GMT CRISIS: KOREA 1995 ****?

Features many scenarios portraying conflicts in and around the Korean peninsula. Components will include 600 counters (representing the air & land forces of North & South Korea, America, Australia, England, the United Nations & China), plus two maps. Due March? **\$70.00**



AH FIREPOWER

Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness environments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, weapon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal characteristics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). **\$60.00**

AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, umpired games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, & 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **\$50.00**

VIC GULF STRIKE 3rd Edition

Quite a meaty Persian Gulf campaign game that concentrates on both the operational level (using a map scale of 28 kms per hex), and the strategic level (using a map scale of 280 kms per hex), with units able to move between the two. Strategic-level developments, such as global politics, reinforcements & supply, link directly with the blood 'n' guts tussle for real estate. Mechanics cover variable air missions, submarine warfare, chemical weapons, division breakdown & recombination, amphibious landings, special forces operations, artillery support, and engineers, with a special emphasis on supply networks & unit detection. Contains 1430 counters (representing forces from 16 nations, 64 different types of aircraft, 26 types of naval vessel, etc!), 5 maps, 7 scenarios, plus a Desert Shield kit. **\$80.00**

GMT HORNET LEADER

An engaging, relaxed solitaire game where the player leads a squadron of carrier-borne FA18 Hornets on various missions (ie: Air to Ground, Fighter Sweep or Fleet Air Defense) over foreign soil. Before any mission pilots, sections (pilot pairs) & weapons payload are selected, with each aircraft performing a certain role in the formation: air superiority, ground attack, etc. Everything is card based, with a colourful deck of 110 cards used to generate mission briefings, targets, events (A10 support, ECM failures, etc) & special conditions (storms, low clouds, etc). Includes 200 counters (munitions, MIGs, etc), a target display, pilot & mission log (for campaign play), a carrier display, & a special Iraq campaign map! Not very serious, but quite fun! **\$65.00**

GMT THUNDERBOLT & APACHE LEADER

Same as above, but with the emphasis on ground-attack missions for teams of A10 tank busters & AH64 attack helicopters. Innovations include a 'battlefield configuration' on the display sheet that

uses terrain cards to create the target's environment, and a 'sector map' used to indicate the positions of enemy battalions in relation to the air base. An entertaining solitaire card game for campaign play (WW3 in Europe) or a quick fix of cardboard violence! Includes 110 superbly illustrated cards, and 300 counters (some for HORNET LEADER. **\$65.00**

AH M.B.T.

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. **\$70.00**

SUP SUPREMACY

Components include 370 plastic playing pieces, a 20"x30" global mapboard, a deck of 65 resource cards, and 260 very high denomination bills of play money. Two to six despots, driven by avarice and a lust for power, seek to dominate the world! Conquest is achieved, albeit slowly, through a blend of shrewd economic proliferation, machiavellian diplomacy, and ruthless military strategies. Each nation must compete ruthlessly with its neighbours to expand its financial base - procuring natural resources and trading for profit on the world market. Huge sums of money are thus accumulated, and what else can you spend it on besides military hardware? The answer's nothing - so armies, navies & nuclear warheads suddenly proliferate. These tools of destruction are generally waved at an opponent in a threatening manner, until they in turn purchase some for similar coercive displays. What happens when two to six megalomaniacs flound around with nuclear weapons? Usually Armageddon! End of game... **\$99.00**

⇨ SUPREMACY RULES VERSION 3.0

The latest edition rulebook, more details next catalogue. **\$10.00**

⇨ RESOURCE DECK TWO

These cards change the country of origin for all grain, oil and mineral companies, thus rearranging the global strategic network. Includes new off-shore resource locations. **\$25.00**

⇨ THE MIDDLE POWERS

Introduces two new superpowers: the Federation of Australasia & the Dominion of Canarctica, allowing an extra 1 or 2 players to join in on the mayhem! Contains 216 plastic markers. **\$30.00**

⇨ THE HIGH TECH EDGE FOR STRATEGIC FORCES

Players can secretly develop nukes & neutron bombs with payloads of 5 warheads! L-stars & killer satellites can also be upgraded to counter this threat. Includes four decks of cards. **\$40.00**

⇨ MEGA SUPREMACY RULEBOOK

186 page softcover detailing the basic mechanics plus the rules introduced in the expansion sets. Includes tribute payments from foreign territories, fully detailed turn stages with expansion phases, reference charts, build tables, treaty forms, bond certificates, etc. **\$45.00**

⇨ MEGA SUPREMACY MAP

This is a humongous vinyl map for Supremacy, large enough for you to place all your plastic pieces without worrying about knocking over someone else's stack. Due April. **\$???.??**

⇨ FURTHER SUPPLEMENTS

Later this year we should have restocks of WARLORDS & PIRATES OF THE NEUTRAL ZONES, HIGH TECH EDGE FOR CONVENTIONAL FORCES, UNCONVENTIONAL FORCES, FOR-TUNA (News, Rumours & Act of God), plus NEUTRON BOMBS & KILLER SATELLITES.

COA THE SPEED OF HEAT

This game was to be GDW's Gunslinger, the 3rd supplement for AIR SUPERIORITY, but some serious domestic squabbling ended that marriage! And as AIR SUP is no longer available, this is now the best modern air-combat boardgame available. It features the airwar over Korea and Vietnam, with each of the 40 aircraft having its own detailed data card and commentary. Rules are 72 pages, there is a 48 scenario book, and there are 240 counters. **\$65.00**

THE FLEET SERIES

VIC 2nd FLEET

A comprehensive series of strategic naval warfare, with battles being resolved in tactical detail. Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 miles per hex. Three levels of rules complexity offer a comprehensive, but not unwieldy, system that covers base/port damage & repair, squalls, Marine assaults, tactical nuclear warfare, fuel & ammunition depletion & replenishment, satellite detection, etc. This game covers the Soviet Red Banner Northern Fleet's battle with NATO for control of the North Atlantic & Arctic Oceans. Contains 644 counters (from 7 nations), two 22"x32" maps, and 10 scenarios. **\$75.00**

VIC 7th FLEET

The Soviet Red Banner Pacific Fleet must stop the Americans from reinforcing South Korea as North Korean forces make a second invasion. Components include 740 counters (from 11 nations, including Australia), and three 22"x32" maps. Features 9 one-map scenarios, and 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, weather effects, and more. **\$85.00**

VIC 5th FLEET

Covers the battle for the Indian Ocean, a brutal confrontation between Russia and NATO that will determine who controls the Persian Gulf, and its vital oil supplies. Includes the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), plus three 22"x32" maps. The game includes 9 scenarios & 3 three-map campaigns. Mechanics cover deep-diving Soviet subs, weather, sea-skimming SSMs, helicopter mine-sweepers, mid-air refueling, sea-skimming missiles, stand-off ASW attacks, and more. **\$85.00**

VIC 3rd FLEET

A medley of naval operations with three 32"x22" maps - features 12 one-map scenarios that cover a major Soviet offensive in the inhospitable waters of the North Pacific Aleutian Islands; the mother of all Cuba missile-crises in the 1990's Caribbean; and an awfully destructive slug-fest in the confines of the Atlantic, English Channel & North Sea! Features 740 counters - representing the navies of 15 nations, each ship is evaluated in 10 different areas of modern combat. New mechanics include stealth aircraft, torpedo decoys, long range SAM's, the Soviet Tbilisi carrier, and U.S. seawolf submarines. **\$80.00**

Air Base

Recovery: +0

Penalty Points: 3

Friendly Ground Forces

Recovery: +2

Resolution of Secondary Missions

Secondary Mission Modifier

Ratio	Mod.	Quality	Mod.
3 to 1	+10	Elite	+0
2 to 1	+4	Good	+1
1.5 to 1	+2	Normal	+2

Friendly Forces

Strength
AH-64
A-10
AH-1 (L)
AV-8B (L)
AH-1 (H)
AV-8B (H)
Every Munition Point

SCIENCE FICTION BOARDGAMES

ARMORED ASSAULT

A tactical-level game of planetary combat, enabling players to participate in short scenarios or grueling campaigns involving submarines, ships, walk-ers, powered infantry, grav tanks, artillery & aircraft. The mechanics cover projectile & energy weapons, special munitions, variable critical damage results, electronic warfare capabilities, spaceborne drops, explosive area effects, chemical warheads, robots, installations, and more. Components include 610 counters (130 in colour) & four 17"x22" maps (100 meters per hex). Features weapon construction rules plus 7 scenarios with DYO options. Good value. **\$45.00**

BATTLETECH 3rd Edition

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, each once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs.

Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboring space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames.

This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, Mech anatomy & Regimental organizations. There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderbolt, Rifleman, Wolverine, Marauder, Wasp, Phoenix Hawk, Locust, Warhammer, Stinger & Crusader, all direct castings of Ral Partha Mechs! **\$39.95**

THE BATTLETECH COMPENDIUM

Once you've mastered BATTLETECH 3rd Ed, you'll be ready to update your game to 3050, where old technologies have been recovered, allowing new weapons such as pulse lasers, Streak SRMs, Ultra and shotgun autocannons, and new defenses such as Xtra Light engines, double heat sinks, foam titanium frames, etc, to be used. The COMPENDIUM contains ALL the rules required to play BattleTech and AeroTech, and covers all weapons and defensive technologies, designing mechs, turn sequence, advanced rules, optional rules, infantry, vehicles, VTOLs, etc. A 144 page book with color plates. **\$16.50**

BATTLEFORCE

An independent wargame that pits regimental battlegroups in combat. Players get to lead an integrated force of Lances (Light, Medium, Heavy, Assault & Fire Mechs), tracked, wheeled & hover vehicles, plus infantry & artillery units. The rules cover Air Lances, Dropships, Lance & Regiment creation, campaign play, overrun abilities, step reductions (accumulative damage), combat experience & limited intelligence. Contents include 450 counters (representing infantry platoons, or 4 Mechs & vehicles), plus two 22"x34" maps (180 metres per hex). **\$60.00**

BATTLETROOPS

A wargame that covers platoon level urban combat, with individual Mechs and other vehicles included. Each combatant has a record sheet detailing physical status, equipment, ammunition, experience level & leadership rating. Movement on the maps is via dots - not hexes, with special actions such as crawling & throwing grenades costing movement points. Platoon organization for each House are described for play. The mechanics cover hand to hand combat, jump troops, morale, firing arcs, Mechwarrior piloting skills (with a fallen Mech template!), mines, fire, etc. Components include 56 colour soldier counters, 200 markers (splintered trees, crushed buildings, grenades, etc), & four 22"x33" maps (2.5 meters between dots). **\$45.00**

→ **AEROTECH** Covers the battles between Aerospace fighters & Dropships in orbit & the atmosphere. Rules cover velocity, gravity wells, special maneuvers, hit locations, strafing, dive bombing, heat build-up, pilot skills, land-air Mechs, etc. These rules also appear in BT COMPENDIUM. Includes 224 counters & a 22"x36" gravity map. **\$40.00**

→ **AEROTECH KIT** Just the counters & map, for use with the COMPENDIUM. **\$15.00**

→ **BATTLEMECHS** This box contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. Due March. **\$27.00**

→ **BATTLEFOR TWYXCROSS** 15 scenarios of Clan Jade Falcon's Guards. **\$12.00**

→ **BATTLETECH INTELLIGENCE OPERATIONS HANDBOOK** Reveals inside info on the intelligence agencies of the five Houses and Comstar. Due April. **\$34.95**

→ **BATTLETECH MAP SET #2** 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. **\$35.00**

→ **BATTLETECH MAP SET #3** Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. **\$35.00**

→ **BATTLETECH MAP SET #4** Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **\$35.00**

→ **BATTLETECH RECOGNITION CARDS** 160 mechs, each with their own card, full color, & all relevant game stats. Due July. **\$45.00**

→ **BATTLETECH REINFORCEMENTS II** Boxed set with 82 colour Mech counters from the TECHNICAL READOUT 3050. Includes prepared record sheets & plastic stands. **\$45.00**

→ **CITYTECH KIT** Contains 2 22"x17" city maps, + 256 counters depicting various Mechs, buildings, vehicles & infantry. The rules appear in BATTLETECH COMPENDIUM. **\$15.00**

→ **COMSTAR SOURCEBOOK** Examines the exclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new Mechs. **\$30.00**

→ **MCCARRON'S ARMORED CAVALRY** Campaign with 14 scenarios, regimental background & a point-based system on customising the defending forces for variety. **\$16.00**

→ **MECH RECORD SHEETS #1: LIGHT** Pregenerated record sheets for 54 different Mech types, each with an armor diagram, vehicle data, critical hit table & heat scale. **\$16.00**

→ **MECH RECORD SHEETS #2: MEDIUM** 60 Mech variants. **\$16.00**

→ **MECH RECORD SHEETS #3: HEAVY** 72 Mech variants. **\$16.00**

→ **MECH RECORD SHEETS #4: ASSAULT** 50 Mech variants. **\$16.00**

→ **MECH RECORD SHEETS #5: VEHICLES** Armor charts & technical specifications for 39 tracked, 20 wheeled vehicles, 25 hovercraft, 3 naval vessels, 8 VTOL systems. **\$16.00**

→ **MECH RECORD SHEETS 3025** Record sheets from Tech Readout 3025. **\$16.00**

→ **MECH RECORD SHEETS 3055** I think the title adequately explains all. **\$16.00**

→ **OBJECTIVE RAIDS** A campaign sourcebook detailing the unit disposition of all known Inner Sphere & Clan forces, down to Battalions. All the major industrial worlds are also listed, with data on Mech manufacturing, component products, and garrison units. 192 pages. **\$30.00**

→ **PLASTECH** Contains 16 1/285th scale plastic Mech miniatures - two each of the following: Atlas, Blackjack, Catapult, Hunchback, Locust, Panther, Trebuchet & Valkyrie. **\$35.00**

→ **SOLARIS VII** Boxed set detailing a mercenary world devoted to spectacular gladiatorial contests, and the machiavellian intrigues of Inner Sphere politics. Contains two 64 page books, eight colour 22"x35" maps (including the 5 Great House arenas!), a comprehensive Mech dueling system with extra tactical options, and 12 very nasty arena Mechs. **\$60.00**

→ **TECHNICAL READOUT #1 3025** Includes game statistics, technical background, and an illustration for 55 Mechs variant s, plus conventional vehicles, combat aircraft, etc. **\$25.00**

→ **TECHNICAL READOUT #2 3026** Vehicles & infantry combat equipment. **\$25.00**

→ **TECHNICAL READOUT #3 2750** Earlier Mechs & conventional weapons. **\$25.00**

→ **TECHNICAL READOUT #4 3050** The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. **\$30.00**

→ **TECHNICAL READOUT #5 3055** Illustrations (some in colour), descriptions & stats for Inner Sphere Mechs, Clan OmniMechs & Omnifighters, 2nd-line Mechs, and refits! **\$30.00**

→ **WHITE METAL** Contains an 11 page adaption for playing BATTLETECH with miniatures, streamlining rules so that players can use 20 or more mechs each! **\$5.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

CAR WARS

A fast-playing multi-player game of automobile combat. Players spend points designing a vehicle - thickness & position of armor plating, choosing from an array of weapons (smoke-screens, caltrop dispensers, auto-cannons, oil slicker, etc), and support gear (targeting computers, bumper spikes, etc). These machines of destruction are then raced about on the road in a delirious frenzy of mindless mayhem, and harrowing havoc. Contains 73 colour counters & two 22"x34" arena maps. The rules cover driver skills, special maneuvers, collisions, debris, armed pedestrians, obstacles, motorbikes with sidecar weapon-pods, and campaign play. **\$25.00**

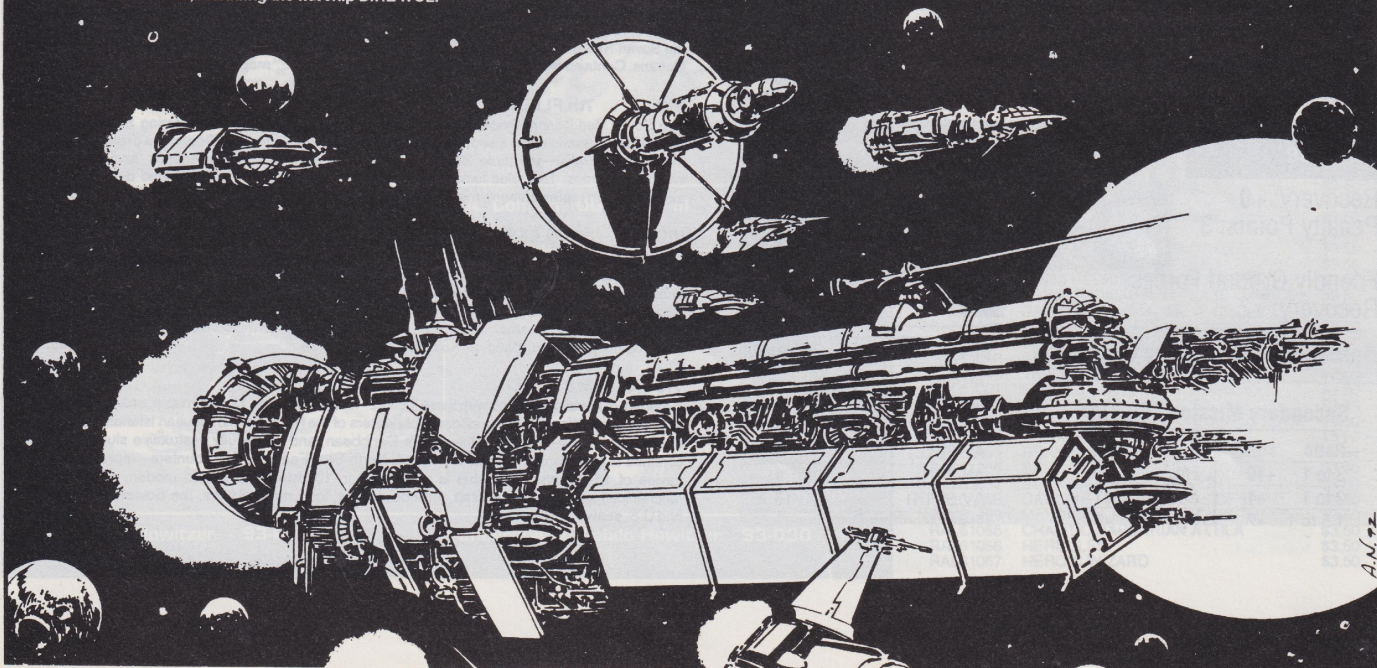
→ **CAR WARS COMPENDIUM** A collection of rules, vehicle descriptions, and equipment lists from CAR WARS Deluxe, Boat Wars, Dueltrack, the Uncle Albert's Catalogues, and Autoduel Quarterly. Includes an index & reference cards. 112 pages. **\$40.00**

→ **MINI CAR WARS** A cute little introductory game with only 17 paper counters, and some tiny roadmaps. **\$2.50**

FEDERATION & EMPIRE (DELUXE) 3rd Edition

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... but it's bloody expensive! **\$99.00**

Clan Invasion Fleet, including the warship DIRE WOLF



GDW IMPERIUM 2nd Edition

A superb interstellar campaign wherein the massive Imperium tries to extinguish a growing rebellion ignited by an impudent Terra. The Imperial armada, although possessing incredible destructive potential, is virtually shackled by bureaucratic officialdom, and is thus slow to gather its strength (the Imperial player must appeal for increases in military production or finances, and lose Glory Points in the process!). Terra however, is an agile and fierce opponent which seeks a quick victory. The rules include world income, hyperspace jumps, suicide attacks, planetary bombardment, jump troops, outposts, monitors, Imperial succession repercussions, civil war, campaign play, etc. Components feature a 17"x22" mapboard (1.67 light years per hex) plus 350 counters (squadrons or divisions). **\$60.00**

STE OGRE & G.E.V.

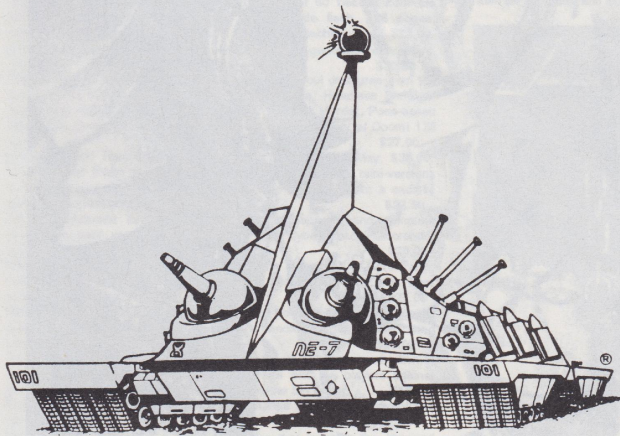
Terrific package with two great tactical games! OGRE pits a conventional army group (infantry, heavy & missile tanks, nippy GEVs & howitzers) against a tracked cybernetic juggernaut bristling with missiles, cannons & anti-personnel guns. The Ogre's task is to trash the enemy's command post (this metalline beast just has to drive over it!), the defenders must gallantly plug away at the lumbering Ogre, gradually knocking out weapons and treads (this slows the hulking bugger down). The Ogre meanwhile selectively pulverises opponents, ignorant of the accumulating damage, grinding ever closer to the CP... G.E.V. introduces new units (light tanks, mobile howitzers & smaller Ogres) and allows players to selectively build army groups and beat the crap out of each other. Includes 4 scenarios, 187 counters (individual AFVs or 1 to 3 infantry squads), and two maps (1.5 kms per hex). **\$25.00**

STE OGRE MINIATURES RULES

In conjunction with the excellent OGRE miniatures recently released by Ral Partha, these rules are superb. Play is done without hexes, and the book is profusely illustrated and contains many color photographs. Rules include detailed yet playable movement and terrain rules, die cut templates, historical timeline, Tables of Organisation including 10 Ogres, the usual conventional units & archaic armor, command posts, bridges, emplaced weapons, revetments, jamscreens, minefields, camouflage, etc. Point values are included for all units. Highly recommended. **\$35.00**

STE OGRE DELUXE

A beautifully presented deluxe edition of OGRE. Contains a full color 11" x 17" mounted mapboard of a moon surface, full color two sided counters with plastic stands, and rulebook. **\$50.00**

**FAS INTERCEPTOR**

The tyrannical Terran OverLord Government and its ruthless armada are set to conquered the galaxy. Now the Commonwealth's renegade legions dare to resist the New Rome Empire. This is an entertaining ship-to-ship combat game between fighters, gunboats & corvettes. The basic movement & combat mechanics are enhanced by a detailed damage system: when a ship is hit a weapon's effect templates is used to carve damage out of the target's armor, when a hit actually penetrates the guts of a ship a comprehensive flow-chart is used to selectively destroy the on-board systems until something nasty & terminal happens. Further rules cover atmospheric combat, campaign play, space installations, ship construction, asteroids, and variable missile warheads. Components include 156 counters & two 21"x35" maps. **\$60.00**

- ⇒ **THE FIRE EAGLES** Contains 15 scenarios featuring the elite TOG Blood Eagles. **\$15.00**
- ⇒ **T.O.G. FIGHTER BRIEFING** Histories, statistics & illustrations for 20 vessels. **\$18.00**
- ⇒ **COMMONWEALTH FIGHTER BRIEFING** As above, but for the other side. **\$18.00**
- ⇒ **DISTANT FIRE** Campaign of the battle for Gustaviv's Regret, with 20 scenarios. **\$18.00**

FAS CENTURION 2nd Edition

The tank-to-tank version of INTERCEPTOR, this is a superb tactical combat game. When a weapon hits an AFV, a template is used to determine the extent of damage to the target's armor, this is then recorded on the vehicle's log, once the armor is penetrated the vital internal components begin to sustain hits, with disastrous results. Further rules cover orbital & conventional artillery, infantry squads, firing arcs, hull down positions, missiles, lasers, painting targets, buildings, leaders, variable ordinance, mines, smoke, engineering vehicles, air support, ground & space installations, & vehicle construction. Components include an array of game markers, two double-sided 21"x34" maps, and 36 plastic 1/285th scale Grav Tank miniatures. **\$60.00**

⇒ TOG CO-HORT PACK

Has 54 plastic vehicles - 18 Horatius, 9 Romulus, 18 Aeneas & 9 Lupis class Grav Tanks. **\$40.00**

⇒ RENEGADE LEGION CO-HORT PACK

Has 54 plastic vehicles: 18 Liberator, 9 Spartius, 18 Wolverine & 9 Viper class Grav Tanks. **\$40.00**

⇒ **HARBINGERS OF DEATH** A campaign module with 11 scenarios. **\$10.00**

⇒ **2ND ARMORED CAVALRY REGIMENT** Campaign module with 12 scenarios. **\$10.00**

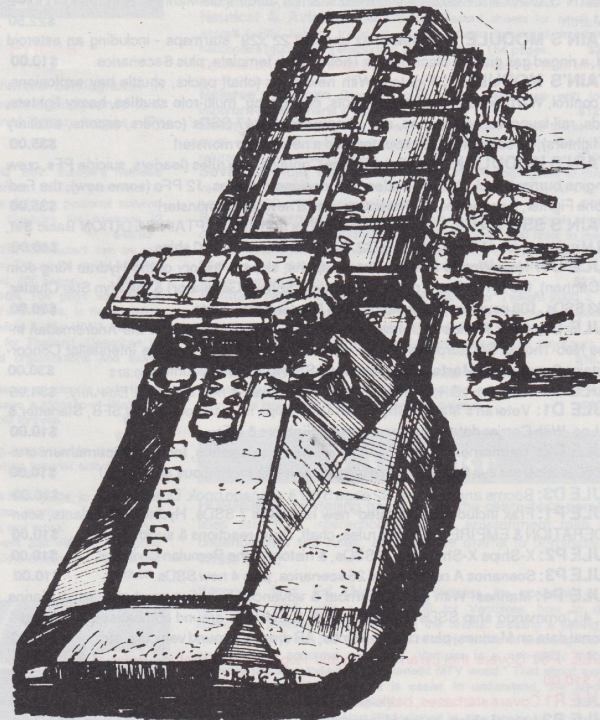
⇒ **CENTURION VEHICLE BRIEFING** Illustrated guidebook on 50 new Grav Tanks. **\$25.00**

⇒ **CENTURION TECHNICAL UPDATE** Covers new weapons, battlefield sensors, 5 new vehicles, static defense systems, optional rules (hit locations, engineers, troop quality, close combat, etc), the double-blind & operational-level game, plus new record forms. 80 pgs. **\$22.00**

FAS PREFECT

An ambitious boardgame that simulates operational-level planetary assaults. The attacker's fleet begins the invasion, capturing moons & trying to draw the defender's reinforcements out with feints. Once the target world's orbit is secured freighters & troopships, competing against enemy fighters & air defenses, deliver ground forces for the final phase. Formations of armor & infantry slug it out in a desperate struggle for cities & fortifications. This game has it all, mechanics include covering naval forces, orbital bombardment platforms, troop drops, bridgehead supply, artillery, fatigue, engineers, space combat, and more. Components include an operational briefing book, over 800 counters, a 21"x34" planet map, a 21"x34" system map, scenarios, DYO invasion options, & campaign notes. **\$65.00**

⇒ **SHANNEDAM COUNTY SOURCEBOOK** Details the 86 systems located in Shann-edam - each with history, geography, industries & military units described. 120 pages. **\$20.00**

**IRO SILENT DEATH UNLEADED**

A vast galactic empire collapses, its great navy literally beheaded by the Emperor's death. A high-tech feudal war begins as the fragments of civilisation jostle for prominence. This is an entertaining tactical simulator of battles between proud Starfighter Wings. The fast-playing mechanics cover missiles, torpedoes, drifting, asteroids, damage control, gunnery duels, damage tracks, etc. Star-ship pilots & gunners have variable skill levels which improve with every successful mission, thus promoting campaign games. Includes six 22"x17 maps, 172 counters (with 40 colour starships), and 13 (+DYO) scenarios. **\$40.00**

⇒ OVERKILL: THE PTOLEMEAN WARS

A module of interstellar warfare between the Colosian Fleet & House Ptolemy. Includes 7 new fighter & 2 gunboat designs, 12 fighter wings, 12 scenarios, 2 campaign games, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc), plus 180 counters. **\$25.00**

⇒ NIGHT BROOD

The Hatchlings swarm forth from within the depths of the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatchling sourcebook, colour counters, scenarios, 8 Terran fighter wings & special Hatchling dice! Due May. **\$40.00**

MB SPACE CRUSADE

From beyond the toxic Warp forgotten starships, captured by the Warp and infested with Chaos, drift into Imperial space. Most of these vessels have been lost for thousands of years, and now they return bearing a cargo of corruption - Chaos abominations intent on destruction! It is the Space Marines' task to board these poisoned derelicts and cleanse them of their noisome inhabitants. 2 to 3 players choose a Marine squad and equip it with an assortment of heavy & melee weapons. Another player controls a host of Chaos spawn (Orks, Gretchin, Androids, Chaos Thugs, Genestealers & the dreaded Dreadnought!) who must destroy the hated Marines. This hectic hack 'n' spat boardgame includes 50 plastic Citadel miniatures (25mm scale), 12 scenarios, plus cardstock three-dimensional bulkheads & doors. Fun. **\$75.00**

⇒ MISSION: DREADNOUGHT

This supplement contains more plastic miniatures: 2 Dreadnoughts, 6 Marines, 4 Androids, 3 Tarantula mobile cannons, and 9 Marine support weapons (Fusion Gun, Las-cannon & Con-version Beam). There are also 3 missions, bulkhead doors, floorplans, corridors, etc. **\$30.00**

GAM SPACE FLEET

A very basic ship-to-ship combat game for two to four players. The object is to scoot around the star-spangled map, blowing enough holes in your opponent's vessel(s) to make breathing impossible for the butt-suckers inside! This is actually quite engrossing: players must out-maneuver the enemy (simultaneous movement) so that major weapons face a target. All ships have their own shield configuration, enemy fire must punch through this before critical damage is sustained. Simple yet fiendishly addictive - includes four nifty plastic ship miniatures. **\$35.00**

TAS STAR FLEET BATTLES CAPTAIN'S EDITION BASIC SET ****

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. **\$65.00**

⇒ SFB ADVANCED MISSIONS

Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), & 216 counters. **\$65.00**

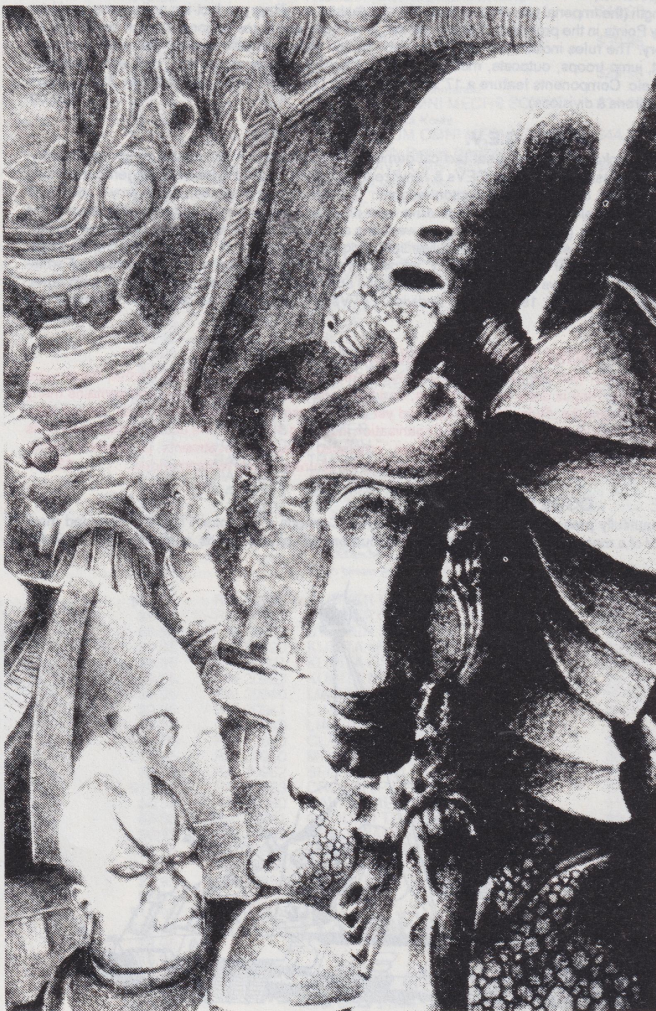
⇒ CAPTAIN'S RULEBOOK

This comprehensive, & rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the New Worlds I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). **\$80.00**

⇒ **CADET TRAINING MANUAL STAR FLEET BATTLES** for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11"x15" star-map, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. Cute! **\$15.00**

- ⇨ **CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, Fed & Emp article, & 4 new carrier SSDs. **\$18.00**
- ⇨ **CAPTAIN'S LOG #10** 80 page SFB annual that features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATION & EMPIRE stuff, etc. **\$20.00**
- ⇨ **CAPTAIN'S LOG #11** 80 pages, covers X-Ships, update on Marines, Andromedan rules, etc. Due March. **\$22.50**
- ⇨ **CAPTAIN'S MODULE B** Contains six unusual 22"x29" starmaps - including an asteroid belt & field, a ringed gas giant, a black hole, a Tholian Web template, plus 6 scenarios. **\$10.00**
- ⇨ **CAPTAIN'S MODULE J:** Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counters, and a new space monster! **\$35.00**
- ⇨ **CAPTAIN'S MODULE K:** Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, and a new space monster! **\$35.00**
- ⇨ **CAPTAIN'S SSD PACK** Contains all the SSD's from the CAPTAIN'S EDITION Basic Set, Advanced Missions, plus MODULES C1 & C2. SSDs for over over 300 ships. **\$40.00**
- ⇨ **MODULE C1:** New Worlds I Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyrans Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **\$30.00**
- ⇨ **MODULE C2:** New Worlds II Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concor-dium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, and 108 counters. **\$30.00**
- ⇨ **MODULE C3:** Adds the LDR, Seltorians, rules, scenarios, & new counters. Due July. **\$34.95**
- ⇨ **MODULE D1:** Veteran's Master Ship Chart Lists ships from the old & new SFB, Starletter & Captain's Log. With Carrier data & master charts for Fighters & PFs. **\$10.00**
- ⇨ **MODULE D2:** Tournament Tactics Maneuvers from the masters, for the 12 tournament cru-isers. Over 50 tactical essays from a bunch o' grown men with pretentious accolades! **\$10.00**
- ⇨ **MODULE D3:** Booms and saucers. 32 page SSD & scenario book Due April. **\$10.00**
- ⇨ **MODULE P1:** Frax Includes a simulated 'new race' with 7 SSDs, Hydran DD variants, scenarios, FEDERATION & EMPIRE Total War rules, chaff, chain reactions & suicide PFs! **\$10.00**
- ⇨ **MODULE P2:** X-Ships X-Ship rules, 8 SSDs, & history of the Romulan Civil War. **\$10.00**
- ⇨ **MODULE P3:** Scenarios A collection of 25 scenarios, plus 4 new SSDs. **\$10.00**
- ⇨ **MODULE P4:** Marines! With ground combat & advanced boarding combat rules, 4 Marine scenarios, 4 Commando ship SSDs, FEDERATION & EMPIRE ground combat system, racial & organisational data on Marines, plus cluster bombs, AP drones, ground vehicles, etc. **\$10.00**
- ⇨ **MODULE P5:** Covers the Lyrans Democratic Republic, with history, order of battle, ship SSDs, etc. **\$10.00**
- ⇨ **MODULE R1** Covers starbases, battle stations, base modules, freighters, etc. **\$35.00**
- ⇨ **MODULE R2** Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. **\$35.00**
- ⇨ **MODULE R3** Another collection of ships, again some of 'em are new: 35 Klingon (with 4 new pods), 26 Lyrans, 22 Hydrans, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. **\$35.00**
- ⇨ **MODULE R4** Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. **\$35.00**
- ⇨ **MODULE R5** Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! **\$40.00**
- ⇨ **MODULE S1:** Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. **\$22.00**
- ⇨ **MODULE S2:** Scenario book #2, with full color maps. Due July. **\$24.95**
- ⇨ **STAR FLEET MISSIONS** A fast beer 'n' pretzels card game version of SFB. **\$35.00**
- ⇨ **TACTICS MANUAL** 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc). **\$30.00**
- ⇨ **TOURNAMENT BOOK** '91 Complete rules, 12 tourney SSDs & 216 counters. **\$10.00**

tyranids, 8 genestealers, 2 hybrids, 5 terminators, 10 scouts, 6 large floor sections, 16 exploration cards, objective templates, and detailed rules with background information. The objective of the game is for the Space Marines to "kill" the organic tyranid ship before the hordes of awakening tyranids kill them. Good fun. **\$90.00**



GAM ULTRAMARINE

Two to four players lead a squad of Marine Scouts through the steel labyrinth of a derelict space hulk, searching the rusty corridors & silent crypt-like rooms for alien artifacts. The mechanics are fast 'n' simple, involving lots of bloodshed, & such things as variant event cards (what you find, what finds you, etc), vicious hand-to-hand melee, and flesh-blasting ranged combat (with bolter pistols, vortex & frag grenade, plus hellfire rounds!). Components include 20 plastic 25mm Citadel miniatures, and a whole mess of laminated cardstock floorplans. **\$25.00**

FANTASY BOARDGAMES

MB HEROQUEST

1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard. This great introductory game features rather basic roleplaying mechanics (simple character sheets & skills, a 'Dungeon Master' hiding behind a screen who controls the bad guys & cheats with dice rolls, plus a mindless vault-to-vault orgy of treasure huntin' & monster slaughtering). Components include 35 plastic 25mm Citadel miniatures (8 Orcs, 6 Goblins, 3 Fimirs, 4 Chaos Warriors, 1 Sorcerer, 1 Gargoyle, 4 Skeletons, 2 Zombies, 2 Mummies, 1 Wizard, 1 Barbarian, 1 Dwarf & 1 Elf) various bits of cardboard 'n' plastic furniture, a colourful mapboard, etc. Mechanics feature magic spells, buying equipment, traps, missile fire, & wandering monsters. **\$60.00**

⇨ KELLAR'S KEEP HeroQuest Module 1

The Emperor, besieged by Orcs deep within in the ancient tunnels of Karak Varn, must be rescued before his royal ass gets soundly trashed! Features more plastic miniatures (8 Orcs, 6 Goblins & 3 Fimirs), 10 adventures, plus new laminated map-overlays. **\$18.00**

⇨ RETURN OF THE WITCH LORD HeroQuest Module 2

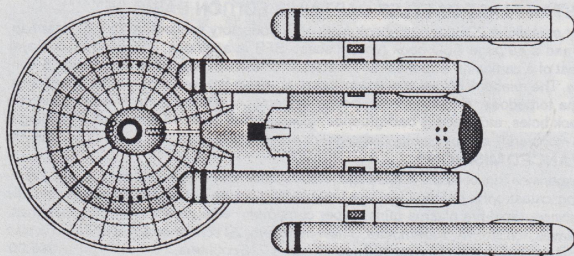
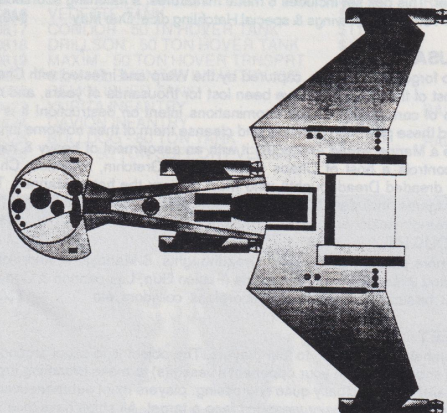
A party of Heroes must enter a subterranean fortress beneath the fallen city of Kalos, and slay the lurking Witch Lord, and his undead minions. Includes some more plastic miniatures (4 Zombies, 8 Skeletons & 4 Mummies), 10 adventures, plus various map overlays. **\$18.00**

⇨ AGAINST THE OGRE HORDE HeroQuest Module 3

In the heart of the rugged mountains lies the hall of the Ogre Lord, protected by loyal followers, devilish traps & chaos spells. Your dear Emperor wants the Ogre Lord's viscera for ventilation; but he's not going to do it himself, he's not that stupid - you are! Includes seven plastic 25mm Ogre miniatures, some map-overlays, 15 spell tokens, and 7 Quests. **\$29.00**

GAM ADVANCED HEROQUEST

This is a multiplayer roleplaying boardgame - one player becomes the Gamesmaster (who controls the monsters), the other participants are the adventurers seeking fame & fortune. The Gamesmaster lays out room & corridor tiles as our greedy heroes traverse the dank chambers in search of loot (and skulls to bash in!), thus the dungeon's shape remains unknown until explored. The 64 page rulebook covers exploration, secret doors, traps, sentries, missile fire, critical hits &



GAM TYRANID ATTACK

This is a completely revised and much improved 2nd Edition of Advanced Space Crusade. Rules are much simpler (like SPACE HULK) and ship exploration is now simply and playable. Contains 6

fumbles, fate points, magic spells, magic treasure, 9 character & creature attributes, traps, random events between adventures, training, buying equipment, solitaire rules, etc. An ideal campaign game where players aspire to become heroic legends, or at least get filthy rich! Can be used in conjunction with HEROQUEST. Components include 36 plastic Citadel miniatures, various markers, & a mess of beautiful tiles. **\$75.00**

BTRC MACHO WOMEN WITH GUNS

This bizarre production is a simplistic beer 'n' pretzels marriage of roleplaying character creation and wargame violence. The title aptly encompasses the rather shallow theme of play: Step 1 - create young buxom female characters (all you boys with stereotypical sexist pinups from Picture or People magazine have an advantage here), and choose a scantily illustrated counter that best reveals her attributes; Step 2 - arm them with an array of splatter-frenzy, phallic hardware; Step 3 - put the counters (with the adolescent-fantasy artwork) on the map & blow the crap out of everything that moves! Contains 10 pages of rules, two A4 maps, 52 counters, & a bizarre 4 page scenario. **\$8.50**

RENEGADE NUNS ON WHEELS

Armed with Uzi's & the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates & monstrous mutants that roam the streets; lots of violence and mayhem in an American inner-city environment - that's the only realistic part of this game. Contains 52 counters, four maps & 10 pages of rules (with solitaire play). **\$8.00**

BATWINGED BIMBOS FROM HELL

In the introduction it says "Armed with wings, weapons & cleavage...", whilst on the back page blurb it reads "They're bad, they're brash, and they're mercifully free of the ravages of intelligence!" - what more could any seriously dedicated gamer ask for? Includes aerial combat rules, plus bizarre new creatures, 27 counters, 1 map, etc. Silly, but popular. **\$8.00**

THE FINAL CHAPTER - PART ONE

Features new rules, more skills, advantages, disadvantages, free scenarios, 14 fun counters, an index for all the supplements, and 3 A4 maps. There is also a separate game wherein 90-year old survivors of WWII must battle to the death for food in a brutal rest-home bomb shelter, with 28 counters and a map. Does your mum know you're buying this junk? **\$8.00**

TSR DUNGEON! 2nd Edition

1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast; from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero miniatures. **\$50.00**

TSR GREYHAWK WARS

2 to 6 heroes lead armies along the bloody path of conquest in this absorbing game of empire building in the Flanaess, from the AD&D world of Greyhawk. This is a simple, colourful simulation that allows players to dabble in both careful diplomatic entreaties, and ruthless military aggression. Mechanics cover fleets, fortifications, heroes, treasure quests, army recruitment, racial abilities, alignments, etc. Components feature 416 counters, two 21"x32" maps (using area movement), and over 150 cards depicting special events, mercenary bands, treasure & countries (given to players when they are captured). Features 4 scenarios, plus a 32 page campaign history. **\$45.00**

GAM KERRUNCH

A fast-playing two person game of fantasy football (based on the American style Gridiron, without the commercials). Teams of Orcs, Humans, Elves & Dwarves must attempt to score three touchdowns to win, or at least ignore the pigskin and prove their mettle by kicking a few heads - yes, it's about as mindless as the real thing! A very simple game for all young 'uns shy of big, nasty rule-books - but quite comfortable with the concepts of sporting violence! Components include twenty-four 25mm plastic Citadel miniatures, a 16"x32" playing field, and 4 small pages of rules (moving, tackling, passing & recovering) **\$25.00**

TAS KING'S BOUNTY

In the realm of Rhan lurk all manner of despicable fiends and desperate fugitives intent on plunder and other nefarious activities. Opposing these degenerate hooligans are the bounty hunters - equally dubious thugs who get paid by the King to kick heads and ask questions later. One to eight players disregard their sensibilities and go in search of wealth or glory, tracking down depraved villains and presenting them to the royal court for loot. The game mechanics feature trickery, fame, reputation, magical treasure, equipment purchases, fugitive contracts, alternative endings, and solitaire options. Components include a 17"x22" map, 32 fugitive markers, 8 Bounty Hunter counters, and a wad of filthy lucre. **\$45.00**

AVA LEGENDS OF ROBIN HOOD

Within the lush expanse of greenwood in 12th century England, Robin Hood, Little John, Friar Tuck, Wil Scarlet & Allan A'Dale compete for accolades from the oppressed peasants. These affable outlaws must outdo their fellows in amassing the most gold by winning archery contests, recruiting stout yeomen, or robbing wealthy reavers. But unwary players can fall into the clutches of the Sheriff's rough lads, to face the wrath of Prince John or Sir Guy in Nottingham castle's dungeon! It's all good wholesome fun, great for the little 'uns and energetic families. Components include a 16"x22" colour mapboard (area movement), various counters (lucre, merry men, etc), 64 illustrated cards, and 2 pages of rules! **\$25.00**

AH MAGIC REALM 2nd Edition

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! **\$60.00**

GAM MIGHTY WARRIORS

From the sewer's serpentine tunnels a coven of Skaven, plus a lone chaos Wizard, launch a sudden raid on a castle. Three brave adventurers must lead a party of hesitant militia on a counter-attack to rid the castle's chambers of the evil ratmen! This is a very simple game for 2 to 4 players. Components include 36 plastic 25mm Citadel (20 Skaven, 12 warriors, 1 Dwarf, 1 Elf, 1 Knight & 1 Wizard), and 12 colourful room-tiles. Fast 'n' fun game for beginners - with only 3 small pages of rules, you can't expect much more than that! **\$25.00**

AH TITAN

A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangefinding, summoning angels, etc. With 621 large, attractive counters. **\$65.00**



COMPUTER GAMES

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

AMIGA and C-64 OWNERS

I regret to inform all customers that following the collapse of the C-64 and AMIGA market in the U.S.A., most companies have now made a policy of not reprinting AMIGA or C-64 software once it is out of stock, and many planned new titles/conversions have been cancelled. We will endeavor to continue to stock those titles still available, but those will be few.

PRE WORLD WAR I

BATTLES OF THE U.S. CIVIL WAR Vol 1

SSG

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

C64 - \$30.00

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 2

SSG

Covers the war's middle years, with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

C64 - \$30.00

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 3

SSG

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' & 'Warpaint' scenario creation system.

C64 - \$30.00

IBM - \$45.00

CASTLES

INT

This is an involved game of living in the real or magical Middle Ages in England. This revolves around designing and building castles, from one, three, or eight, depending upon game chosen. You will control an entire fiefdom, and are faced with decisions such as overtaxing peasants, defending your castle against these same angry, overtaxed peasants, cheating workers of their hard earned wages, treat other nobles and lords to brutal treachery, make enemies of them all, and then sit in your cold, damp castle and wonder why on Earth no one likes you. You interact with the church and state, and in the campaign game, try to conquest the celtic lands by building strong castles there. Requires: CGA, EGA, or VGA, hard disk.

IBM \$70.00

CASTLES II

INT

In this game you play one of five noble French families, where your tasks will include administration, military leadership, politics, spying, mining, logging, research new technologies, etc. The King of France is dead, and you can put forth your name. This can be done by petitioning the Pope to back your claim, but before you can do so, you must expand your family assets, wealth, and power, so that you can convince the Pope to join you. The only problem is that the other four families are trying to do the same thing. Includes digitised movie footage. One advise given in the manual is that in order to keep your troops happy (so they don't revolt and actually do what you tell them), you will need to feed them and pay them! Requires: 1.2" FDD, hard disk, EGA or VGA, 286 or better.

IBM - \$80.00



CENTURION

ELA

This wargame focuses upon Ancient Rome, in the days of Augustus Caesar. One of the most

addictive and pleasing aspects of the game are its great visual graphic scenes. You begin the game as a centurion, leading one legion, but as you progress up the ranks towards being Caesar, you can eventually command up to ten legions. As you enter each new territory, you will see a stunning shot of that part of the ancient world, and one of their native leaders come to parley. You can attempt diplomacy, intimidation, or go to war. Battles are simple but deadly, and the path up the ranks is invigorating. When enough wealth is accrued, you can also build a fleet, load up the troops, and go after Great Britain, coastal Africa, etc. you will see a shot of triremes straight out of BEN HUR. You will also need to stage gladiatorial and chariot pageants, in order to placate your residents, and this is done with arcade action. And if you are a master of diplomacy, you will see a side of Cleopatra not many will see...

IBM - \$30.00

CIVILIZATION

MIC

WARNING! - Do not buy this game unless you don't mind going to bed at 3.00am for three weeks! This game is highly addictive and therefore dangerous to your health. (I had to delete the game from my hard disk so I could do other things: such as go to bed!)

The game starts you off at 4000 B.C. with a bunch of settlers, and you can be one of several different civilizations, such as Rome, Babylon, France, etc. You can go up against 3 to 7 computer civilizations, with varying skill levels. After finding a suitable place to start your first city, you then have the daunting task of trying to control a successful civilization - the goal - to be the first civilization to put a colony on another planet. (This usually takes 6,000+ years.) You have to choose where to build cities in order to take advantage of natural resources such as coal, horses, fish, etc.; you need to build irrigation and roads; you will need to build garrisons to protect your cities, and once large enough, send out settlers to found new cities. Each city then needs to be developed, and this goes hand in hand with technology. There are dozens of technology types, and they improve following a flow chart. One type of technology, once mastered, will allow you to then develop an other, and so on, each being a small step forward. Types included are bronze, iron, horse riding, alphabet, wheel, aqueduct, mysticism, feudalism, industry, etc. etc. Once a certain level has been mastered, you will then be able to build things using that technology in your cities. You will need to build each city up from the original settlement, building libraries, granaries, barracks, aqueducts, soldiers, etc. You will also need to build 'Great Wonders', each of which allows you then to build a new technological item - all necessary to eventually allow you to construct a spaceship. Each city will also need to be profitable, and can grow up to 5,000,000 people. You can place entertainers, tax men, and scientists in cities as well. You don't even have to fight other civilizations, you can trade with them instead! Each turn is from 1 to 20 years, so there are lots of turns. Requires: 1.2" FDD and hard disk drive.

IBM - \$99.00

AMIGA - \$80.00 Out Now!

GOLD OF THE AMERICAS

SSG

Covers the violent evolution of the American continent - from discovery by Columbus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable game.

IBM - \$45.00

AMIGA - \$45.00

ROME AD 92

MIL

A graphically stunning unique role play adventure, where you play the part of Hector, a Roman slave in 92 AD. Your goal is to become emperor, and to do this you have the entire Roman world to explore, hundreds of independent characters to chat with, cohorts to command in battle, and the whole world is depicted in isometric 3D much like Populus and Populus II, with all characters animated. For 1 player only. The game is very entertaining, cute, and amusing. You can greet, enquire, or threaten every one you meet, except that the people will not stand around waiting for you to walk to them. To change this, merely click the cursor on the person you wish to talk to and Hector will call out 'I say!', and the person will wait while you try to find the right buttons to talk to them in detail. I tried threatening one Roman woman citizen to see what would happen, and Hector said, 'Give me your money or I'll kill you!' And in response, the woman sprinted off the screen screaming 'Eeeek!'

Requires: 286 or better, 640K, VGA, mouse, 1.2" FDD, hard disk.

IBM - \$90.00

WORLD WAR II

BATTLEFRONT

SSG

A recreation of multi-theatre corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply), in a complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Sapan, and Bastogne; plus a detailed scenario design kit for the creation of optional conflicts.

C64 - \$45.00

BATTLES IN NORMANDY

SSG

8 scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanised thrust inland that marked the beginning and the end for the Third Reich. Features the same quality mechanics that BATTLEFRONT boasts (such as support/supply elements plus command-control), and includes a design application for the creation of variant scenarios.

C-64 - \$30.00

CARRIERS AT WAR

SSG

Contains 5 decisive naval engagements - Midway, East Solomons, Philippine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study. The brand new IBM version contains stunning graphics and combat reports, and is now available!!!

C64 - \$30.00

IBM - \$70.00

CARRIER STRIKE: SOUTH PACIFIC 1942-44

SSI

An exciting dynamic tactical/operational carrier battle game from the author of SECOND FRONT and WESTON FRONT. You control carrier and surface task forces, and control planes individually. The game has several scenarios, plus campaigns, which can all be linked together. In each game you will be given objectives to fulfill. Aircraft need to be readied and armed, brought up onto deck, and then search planes sent out. (The computer controls all ground based aircraft and submarines.) Once an enemy task force has been sighted, you can then launch your fighters, dive bombers, and torpedo bombers. CAP can also be launched. The game starts being very biased against the US, but by late 1943, the tide changes. Includes the Battle of Coral Sea, Eastern Solomons, and Santa Cruz, a hypothetical Torakina, and infinite numbers of random scenarios. There are dozens of Allied and Japanese ship and aircraft types, from carriers to destroyers and transports. Comes in EGA and VGA. Playing time is from 1 to 30 hours.

IBM - \$80.00

FIRE BRIGADE

PAN

The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program.

IBM - \$44.00

AMIGA - \$45.00

MAC - \$45.00

GREAT NAVAL BATTLES 1939-43

SSI

This game will be the most stunning WW2 naval combat simulations ever made. You can be the captain of WW2 German or British battleships and cruisers as you do real time battle against the

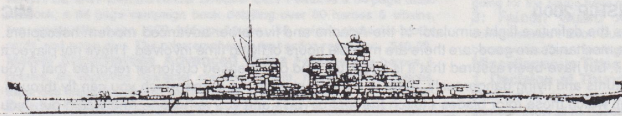
enemy ships. You can also play from a fleet view of a battle, and can be given a grand admiral view, allowing you to control your entire nation's fleet. The game comes with many battle scenarios such as the hunt for the Bismark, mini-campaigns, and contains the entire 1939-43 campaign. Replays are possible, and the game contains stunning sound and graphics. Requires: VGA, hard disk, & 1.2 meg disk drive. IBM - \$90.00

GNBNA SUPER SHIPS OF THE ATLANTIC

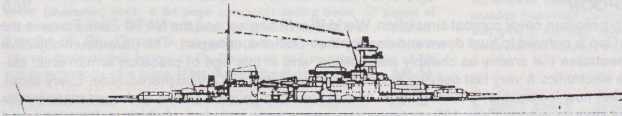
SSI

The first expansion disk for GREAT NAVAL BATTLES. This expansion includes the German "H" Class battleships, "P" Class pocket battleships, "M" Class light cruiser, & "Z" Destroyer. British ships include Vanguard Battleship, Lion Battleship, Bellona Light Cruiser, Swiftsure Light Cruiser, & Battle Destroyer. Ten scenarios, and three campaigns, the last of which pits the British and German fleets against each other on nearly equal terms. Requires: as per GNBNA. IBM - \$50.00

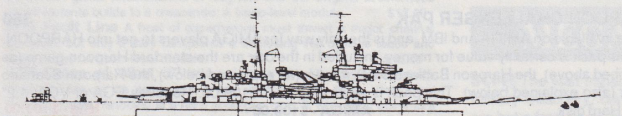
"H" CLASS BATTLESHIP



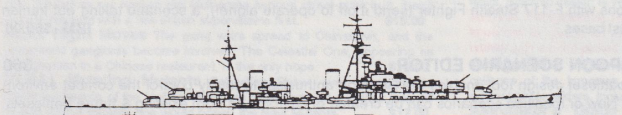
"P" CLASS POCKET BATTLESHIP



VANGUARD CLASS BATTLESHIP



BELLONA CLASS LIGHT CRUISER



HALLS OF MONTEZUMA

SSG

From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps' most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPAINT, which gives complete graphic control over the icons. Good detail. C64 - \$30.00 AMIGA - \$45.00 IBM - \$45.00

PACIFIC WAR

SSI

This new game is the third in the SECOND FRONT series by Gary Grisby, and is absolutely stunning. It covers the entire Pacific War from 1941 Pearl Harbor to August 1945, and includes all nationalities involved, including Australia, India, USA, Japan, China, Indonesia, New Zealand, etc. The game features superb graphics for all planes and ships, with different paint schemes for planes according to nationality and theatre. Every single ship that saw service in the theatre is included: CVs, CVLs, CVEs, BBs, CAs, CLs, DDs, DEs, troop transports, merchantmen, oilers, patrol boats, etc. You also command every single plane, land based and carrier based, and all land units, from engineer battalions and up. Game mechanics are somewhat different to SECOND FRONT, so players should expect to be a little confused at first - but once you get the hang of it, you will soon consider this the finest computer wargame ever. The complete game will take you around 40 - 80 hours, and you must plan many turns ahead, controlling supplies, airgroups, invasions, etc. The computer can control any of your own forces, or you can take complete control. There are 5 scenarios - campaign game, historical and random setup, kamikazes, atom bombs, etc. I rated it 11 out of 10 - it's that good! One tip - when playing, always press the "X" key, as this will change the map flags into easy to follow symbols. Requires: 286 or better, 1.2" FDD, hard disk, EGA or VGA, 640K. IBM - \$109.00

Takao

Fuel: 1543 Supply: 998
Capacity: 8

A UMB 611	A-26 Invader	29
B UMB 612	A-26 Invader	29
C 13 NFC	P-51 Mustang	47
D 14 AF	P-61 Black Wdw	49
E 27 BG	A-26 Invader	39
F 341 BG	A-26 Invader	39
G 19 BG	B-24 Liberator	38
H 494 BG	B-24 Liberator	38

CV TFD
MOVE CURSOR
UNIT: 31 15
Mixed (F1) STRAT-MAP
(F3) SCROLL
DATE: 6/4/45

Takao
6th Army
Lt Gen Krueger

AF:8 Port:5 Ter:5
Prep: 200

Buttons: CEN, MAP, ZONE, UTIL, NEXT, HQ, PATH, ESC

55 12 18

TK under attack

4 2 11 11 12
39 12 6 8 12

PANZER BATTLES

SSG

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics. C-64 - \$30.00 IBM - \$45.00 AMIGA - \$50.00

ROMMEL: BATTLES FOR NORTH AFRICA

SSG

The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps outwitted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements. IBM - \$45.00

SECOND FRONT

SSI

This is perhaps the best computer wargame available, and recreates the entire WW2 German-Russo war, from 1941 to 1945. The game contains four scenarios, as well as the entire campaign. Players purchase their units before the game starts, and some games include reinforcements. Mechanics include ambushes, "always hit or random hit" modes, the Match Game for two human players, engineers, mines, LOS, armored cars, light, medium & heavy tanks, mobile & drawn artillery, barrages, etc. Different terrain types have great bearing upon movement & firepower, etc. For 1 or 2 human players, or modem play. IBM Requires EGA or VGA. Thoroughly recommended. IBM - \$60.00

This game can also be played by mail between two players. Simply do your turn, resolve combat, enter opponents turn and save game, and then post to your opponent, who does the same. To see how many casualties you caused, after saving game, quit off and resolve combat again (but do NOT save after this!), and you will be told how many casualties you caused. IBM - \$60.00

THE PERFECT GENERAL

QQP

This game has made a very good name for itself, containing both hypothetical and historical scenarios. The map graphics are absolutely stunning, and the game interface is simple to use. Players purchase their units before the game starts, and some games include reinforcements. Mechanics include ambushes, "always hit or random hit" modes, the Match Game for two human players, engineers, mines, LOS, armored cars, light, medium & heavy tanks, mobile & drawn artillery, barrages, etc. Different terrain types have great bearing upon movement & firepower, etc. For 1 or 2 human players, or modem play. IBM Requires EGA or VGA. Thoroughly recommended. IBM - \$80.00 AMIGA - \$80.00

V FOR VICTORY

360

A complete, accurate, and realistic of the Allied invasion of Europe in 1944. Features super VGA graphics, 15 terrain types, 500 units including land, sea, and air; 8 types of combat, 5 artillery missions, weather and weather forecasts, one or two player modes, optional limited intelligence,

TF76 Mission: Air Combat
Destination: Takanatsu
Home Base: Okinawa
Attached to: 7th Fleet

Flak: 4793
Standoff: 2 Ret: RDS
TGT: Land Unit

CV Bunker Hill

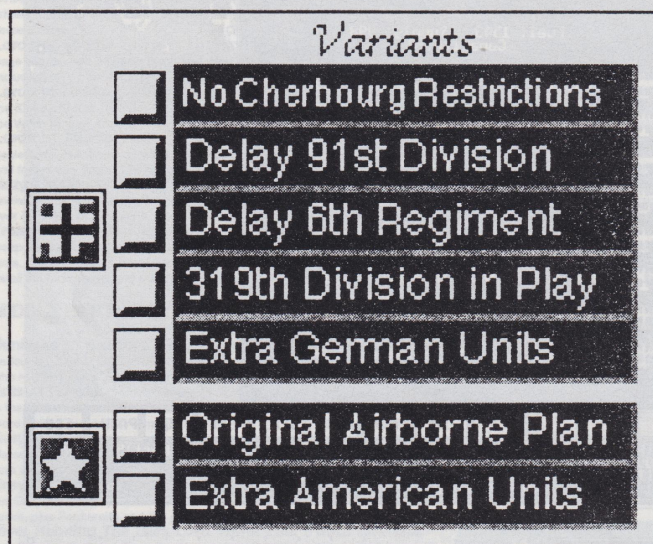
12 x 5/38 DP-gun
68 x 40mm flak
46 x 20mm flak

gun ammo: 9
durability: 108
armor: 30
speed: 33
capacity: 91
aircraft: 68

A Fighter 17	F6F Hellcat	30
B Bomber 17	SB2C Helldiver	18
C Torpedo 17	TBF Avenger	18 NI

D	CU	E	CUL
Wasp		Monterey	
dan: 0		dan: 0	
spl: 29		spl: 32	
fuel: 90		fuel: 50	
I	BB	J	BB
Maryland		New Mexico	
dan: 0		dan: 0	
spl: 21		spl: 21	
fuel: 90		fuel: 90	

traffic control and logistics, 6 scenarios & the complete campaign, and 11 historical variants. Includes a 156 page manual. Requires: 286 or better, **512K Super VGA**, 2 Meg RAM, Mouse, hard disk, 1.2" FDD. **IBM - \$90.00**



WESTERN FRONT

SSI

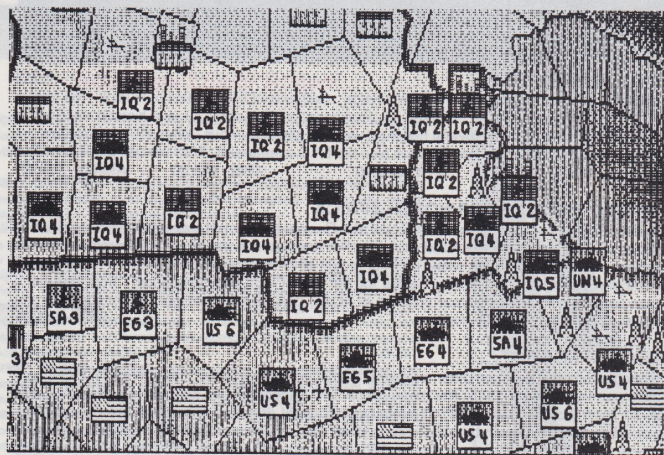
Players delighted by the **SECOND FRONT** gaming system can now relive the Allied D-Day invasion and following liberation of Europe in WW2, using the most detailed and most playable computer system developed. For one or two human players, including a play by mail option, players move about corps sized units, but can choose which divisions and support units are placed in those corps. The computer or player can control all aspects of production, including what AFVs, guns, aircraft to manufacture, strategic bombing of Germany, and combat losses are listed down to individual AFVs, guns, and infantry squads. All of Western Europe, including Italy, is covered by the Campaign Game, and there are three scenarios utilising small map areas, such as Bulge, Breakout, and Diadem. New are Political Points, which limit such things as strategic bombing, unit transfers, etc. For PBM instructions, see **SECOND FRONT**. **IBM - \$60.00**

POST WORLD WAR II

A LINE IN THE SAND

SSI

TSR's excellent multi-player boardgame now comes to life as a computer game. This game is for 1 to 6 players, with the computer being able to control up to 6 players. It includes the two Iraq/Kuwait/USA historical scenarios, plus 4 hypothetical. In hypothetical games, each player has random goals to achieve. Land, air, naval, chemical, and nukes are included, and each game can take 2 - 12 hours, depending upon scenario. Requires: hard disk, 1.2" FDD, 286 or better, EGA and VGA. **IBM - \$50.00**



BIRDS OF PREY

ELA

This is one of the most comprehensive flight simulators ever. There are 40 different aircraft including the MIG-29, B1-B, F-117A, etc. There are twelve mission types, such as bombing runs, troop drops, air superiority, ground attack, reconnaissance, etc. Featuring a real world environment with 3 terrain types, airports, and carriers. Both versions out now. **IBM - \$70.00 AMIGA - \$70.00**

MacARTHUR'S WAR: KOREA

SSG

In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts. **IBM - \$52.00**

WORLD WAR III

F-117 STEALTH FIGHTER II

MIC

The old F-19 computer game had good game mechanics but disgusting graphics - but this new game more than rectifies that problem. F-117 is one of the most visually appealing flight simulators available. You can fly either the Lockheed F-117 or a Microprose F-117 (has double the weapons and can engage in aerial missions). You can fly missions at night, dawn, or dusk, during cold war,

limited war, or conventional war. The cockpit details are superb, including side and rear views that will leave you breathless. But one of the most pleasing aspects of this game is the ground detail - seven theatres of the world are included, and each includes mountains, rivers, cities, downs, depots, all according to real life. And the ground graphics are the best yet, no other flight simulator comes even close. There are three flight modes, no crash, easy landings, and realistic landings. Fortunately, you can play on no crash mode all the time and the mission scores still count. You always have to take off (which is dead easy), fly to the targets, and then fly back home and land again (which is also dead easy when using no crash mode). Each mission will usually take around 45 minutes, and the ground and night sky graphics are so good you'll never want to land. Game mechanics are also superb, as you hunt down enemy VIP planes, fighter patrols, important ground targets, do photo recons, etc. And practically nothing can spot you, only the IL-76s, and you have heaps of possible counter measures to use. You can even take off from and land on carriers! Theatres include Cuba, Desert Storm, Middle East, Korea, Central Europe, Norway, and Vietnam. Thoroughly recommended, guaranteeing dozens of hours of playing time. Note: requires 1.2" meg disk drive and hard disk. **IBM - \$99.00**

GUNSHIP 2000

MIC

This is the definitive flight simulator of the Apache and five other advanced modern helicopters. Game mechanics are good, and there are multiple hours of flying time involved. I have not played it myself, but have been assured that it is good fun, and one pleased customer reported that if you love stunts and flying dangerously, there is a train tunnel in the game which you can fly through, though watch those rotor blades - touch the roof or walls and you're history. And watch out - you may meet a train in there too! (Though one burst from your chain cannon and bye bye choo-choo!) You pilot and command a squadron of helicopters and there are hundreds of missions. Requires 1.2" floppy disk drive & hard disk (VGA) **IBM - \$99.95**

HARPOON

360

With this modern naval combat simulation, World War III begins, and the NATO Task Force in the GIUK Gap is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralise the enemy as cheaply as possible: and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to enemy fire - thus prudent tactics & shrewd manoeuvres are the keys to victory. Over 100 contemporary vessels are included, of ships, submarines, and aircraft, each comprehensively described in technical specifications. This is based on GDW's miniatures rules, and retains its sense of awesome power and predacious cunning, but is thankfully unburdened by prolific book keeping! Features 12 scenarios. Requires EGA or VGA, 1.2" FDD, Hard disk. **IBM - \$70.00**

HARPOON CHALLENGER PAK

360

This is available on AMIGA and IBM, and is the only way for AMIGA players to get into HARPOON. But this pack is certainly value for money. Included in the box are the standard Harpoon game (as described above), the Harpoon Battlesets #2, #3, #4 (as explained below), the Harpoon Scenario Editor (also explained below). This pack is worth way over \$109.00. Requires EGA or VGA, 1.2" FDD, Hard disk. **AMIGA - \$109.00 IBM - \$109.00**

HARPOON BATTLESET #4

360

Indian Ocean and Persian Gulf are covered in this supplement for Harpoon. It contains several Desert Storm scenarios, studies of Indians/Pakistanis and Soviets; a scenario with the Invincible; missions with F-117 Stealth Fighter (send it off to operate alone!); a scenario taking out Iranian terrorist bases. **IBM - \$50.00**

HARPOON SCENARIO EDITOR

360

This battleset design tool enables the Harpoon enthusiast to totally control the combat environment. New or modified scenarios can be created or customised from existing & future battlesets. Players have variable control over geographical location, weapon types, air & naval asset allocation, fleet structures, the rules of engagement, local weather conditions, enemy operational orders, starting positions, victory conditions, scenario duration, and the nuclear threshold. An analysis feature automatically runs a diagnostic on all scenarios. **IBM - \$50.00 AMIGA - \$50.00**

HARPOON DESIGNERS' SERIES

360

This BattleSet Enhancer gives you up to 48 new scenarios, (12 for each BattleSet you own), and has hundreds of new platforms that include air and naval forces not contained in any other Harpoon material, such as the F-117A Stealth Fighter, the proposed F/A-18E Hornet, Soviet CIS Aircraft Carrier Admiral Kuznetsov. New countries added include Bulgaria, Canada, Denmark, Finland, Germany, Morocco, Netherlands, Sweden, etc. IBM requires 1.2" meg floppy disk drive. Both out now! **IBM - \$70.00 AMIGA - \$70.00**

PATRIOT

360

A detailed game of the Coalition forces invading Iraq & Kuwait in 1990. Utilises super VGA graphics, polygon mapping, point & click interface, 2000 units, you can play as Coalition or Iraq, game editing options to shift the balance in favour of Iraq, several master battle plans, etc. Frank Chadwick's extensive wargames experience has been utilised in this game. A good seller. Requires: 286 or better, **512K Super VGA**, 2 Meg RAM, Mouse, hard disk, 1.2" FDD. **IBM - \$90.00**

SCIENCE FICTION

'M'

SSI

Strange title, but looking to be an excellent game of adventure in the **RENEGADE LEGION** universe, designed for use with 16-bit computers. Graphics are state of the art with cinematic scenes, isometric views scroll smoothly. You lead a party of 4 and one robot on the planet Monsoon, which is mysteriously covered by a noxious cloud called Tarp. Your renegade legion team must uncover TOG's horrifying plans, and free the locals from slavery. There are ten cities to explore, and game play is 50 - 100 hours. Takes up over 10 meg. IBM Requires: VGA, 1.2 meg disk drive & hard disk. **IBM - \$90.00 (May)**

MARTIAN MEMORANDUM

ACC

This game is one of the first (and the best) of a new style & era of adventure games - a style which involves the game's characters and NPCs being fully animated, coming from motion video, and talking to you. That is, the game designers have filmed real people doing the talking, and have digitised these conversations and encounters and have slotted it into the game. The result is close to watching a movie on TV! The game also features a technological breakthrough, you don't need to have a soundboard to hear the characters speak. Even through your standard PC internal speaker, you will hear quite clearly the people talking to you. The game is set in the 21st Century, focusing on Tex Murphy, a private eye. You receive a new case, Marshall Alexander (who owns Terraform Corp, the single organisation that practically owns and runs Mars) tells you that his gorgeous daughter has gone missing, and leads soon indicate that she may have been taken to Mars. But not all is as it seems, something else belonging to Alexander went missing with his daughter, and you suspect this is really what he is after. The following case takes you throughout the dingy streets of your city, involves blackmail, murder, and eventually going to a smugglers base in South America. Then onto Mars, you will go through mining facilities, a casino, and visit many people as you try to track down Alexius Alexander. The graphics and digitised speech and people are extremely impressive, as is the complexity of the plot.

But this game has one more great draw card - every screen has a help option, which will give you clues on everything you need to do in that screen, what to find, where it is, how to talk to people, etc, and the help comes in three degrees - if you can't find anything with the first level, ask for help again, and it will give you further help. The result? Anyone can solve this adventure - not just those

with patient role playing skills. Highly recommended. VGA only. Note: requires hard disk and 1.2" meg disk drive. Takes up 7 meg on hard disk, but draws from 24 meg of packed files. **IBM - \$70.00**

REACH FOR THE STARS

SSG

This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefleets and stormtroopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like - PBM heaven. This game can be played PBM. Each player does his turn, ends his turn and enters the next players turn, saves, and posts it to the next player. Simply make all battles be to the death

C64 - \$30.00 AMIGA - \$45 IBM - \$45 MAC - \$45



SPACE HULK

ELA

This is it! This game is going to be one of the hottest games released next autumn. It will have no similarities to the Heroquest computer game, as SPACE HULK is being done by Electronic Arts. The graphics are absolutely stunning, including terminators with all types of weapons (flamers, thunder hammers, powerfists, lightning claws, chainsaws, assault cannons, & bolters), and terrifying purestrain Genestealers. You will command 5 - 10 terminators in "freeze time", which means real time play with the option of stopping play to give new orders. But freeze time is limited, just like command points in normal Space Hulk. The game has a tactical overhead view for giving orders, but the actual play is 3-D like in EYE OF THE BEHOLDER, as you control one individual terminator. There is a complete Deathwing campaign. Requires: VGA, 286 or better, 1.2" FDD and hard disk

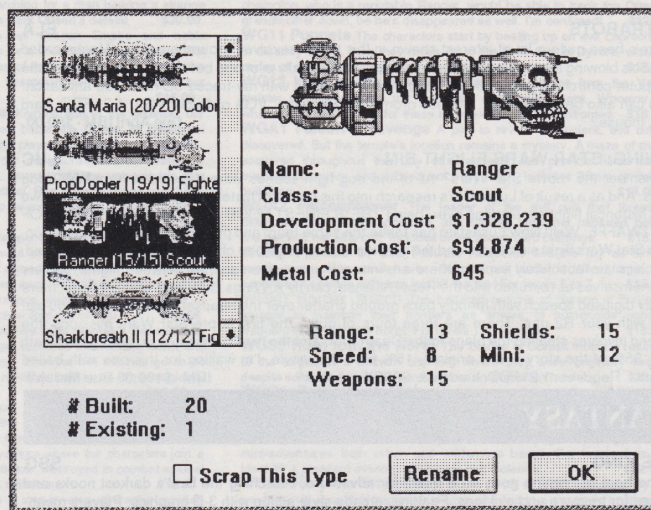
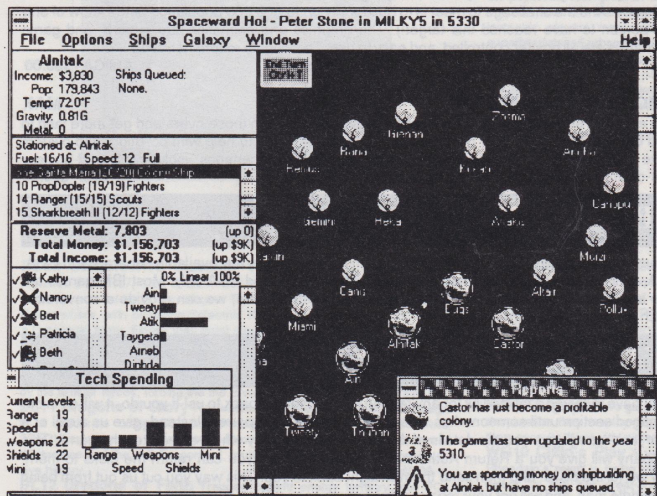
AMIGA - \$80.00? (Mar?)

IBM - \$80.00? (April)

SPACEWARD HO!

NEW

At last! Another magnificent space conquest game! **This game is for WINDOWS only** - you can't run it from DOS. The game has a slight comic approach (cowboys in space), but apart from that, is the new REACH FOR THE STARS, with a much, much friendlier interface. You can have up to 20!! players, being a mixture of human and/or computer. The game can even be played with several players via a network. The galaxy size can be from small (with around 40 stars) to humongous - with around 169 to 300 stars! Galaxies can be round, spiral, random, circle, or grid, and are always different. They can be dense or sparse in resources. There five technologies, with (I believe) unlimited levels: range, speed, weapons, shields, & mini (miniaturization). With these you can design all of your own ships, which are fighters (warships), scouts, colony ships, and satellites (static defense stations). There are two types of planets: colonisable, which require terraforming, mining, and defending; and resource, which require mining & then abandoning. Resources are metal, & as you build more & more ships, you'll run out of metal. Which is where mini tech comes in: once you've got higher mini levels, you'll have to scrap old metal-hungry ships, & build new ones that use less metal. All economic & technological aspects of the game are controlled by bar graphs, using point and click. Absolutely brilliant, with great graphics, easy to follow menus, and dozens upon dozens of hours playing time. (For a humongous game with hundreds of stars, the save game file can be over 800,000 bytes!) The computer even learns from what you do. It will copy your player names & ship names, so in multiplayer games, you will not know who's who! Requires: Windows, EGA or VGA, mouse, hard disk, 1.2" FDD. **\$90.00 Out Now!**



STRIKE COMMANDER

ORI

Based on the WING COMMANDER system, here you will fly six different types of fighters against twenty enemy types. The year is 2007 AD, & you will serve a mercenary fighter command, fighting neo-nazis, third world dictators, and the IRS. With a 20 mission interactive campaign. Requires hard disk, 1.2 meg disk drive, 4 meg RAM, 386 SX or better machine. **April IBM - \$125.00**

WING COMMANDER

ORI

This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kiltrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalthi, with 6 guns they are murderous!), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. (And a secret awaits you in the last mission!) Note: requires 1.2 meg disk drive, and hard disk or two floppies. **AMIGA - \$99.00 Out Now!**

SECRET MISSIONS # 1

ORI

This is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kiltrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has four new ship types, plus a mission selector for WING COMMANDER. Requires 1.2 meg disk drive. **IBM - \$50.00**

SECRET MISSIONS # 2

ORI

The second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kiltrathi ships, and when one enemy carrier & it's fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the new allies. Requires 1.2 meg disk drive. **IBM - \$50.00**

WING COMMANDER # 1 DELUXE

ORI

This contains WING COMMANDER # 1, and SECRET MISSIONS 1 and 2. Requires 1.2 meg disk drive & hard disk. **IBM - \$110.00**

WING COMMANDER II

ORI

The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kiltrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous Kiltrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the third mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kiltrathi, and so on. The new Kiltrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard disk! Requires: hard disk and 1.2 meg floppy disk drive. **IBM - \$110.00**

SPECIAL OPERATIONS # 1

ORI

This is the first sequel to WING COMMANDER II, and it is certainly the hardest yet. Not only are the Kiltrathi beginning to mount a new offensive, but a Federation strike cruiser, complete with full complement of fighters, has mutinied, and it is your job to save the day. There are sixteen missions, each connected by cinematic sequences and intrigue. You will fight both Kiltrathi and pirates, and must try to help those mutineers who want out back to Confederation space, while destroying the pirates. Then you have to deal with the Kiltrathi strike fleet. Note: requires 1.2" meg disk drive. **IBM - \$60.00**

SPECIAL OPERATIONS # 2

ORI

Twenty new missions, where you can fly a new superfighter armed with tactical nukes! You fly undercover missions, meeting new wingmen and old enemies. Includes mission selector for WC2. Requires: 1.2 meg disk drive. **IBM - \$60.00**

Europa

A Winter War

October 1939, the Finnish delegation listened to Comrade Stalin's ultimatum that Finland give in to Soviet demands for their territory. Attempts on Finland's part to reach a compromise were refused. On November 30, without a declaration of war, the Soviet Union invaded Finland and thus began a **Winter War**....

GR/D's *The Winter War* recreates the invasion of Finland by Russia in 1939, with Finland's small but effective army facing the Soviet giant. The Finns fought their desperate, courageous defense in harsh terrain during the Winter of 1939-40, inflicting massive casualties before seeking peace in March 1940.

Included in the games are:

- * 656 Die-cut counters covering the Finnish and Soviet armies and foreign volunteers.
- * A state of the art map covering all of Finland and the Karelian Peninsula to Leningrad.
- * State of the art **Europa** rules plus special rules for the unique nature of this Winter Campaign.
- * **Optional rules** for increased Soviet preparedness, and accelerated Foreign aid to Finland.
- * A special **Grand Europa** addition - The Baltic States of Lithuania, Latvia, and Estonia.
- * Ten charts, and the new **master Europa Terrian Chart** illustrating all the Terrian used in the entire Europa system.

Available now for only \$70

What is Europa?

The largest war in history is the subject of the largest and most comprehensive wargame project ever undertaken: all of World War II in Europe, North Africa, and the Near East at divisional, regimental, and battalion level with semi-monthly turns and a scale of 16 miles to a hex.

Using a common game system and interlocking maps, each game is playable separately or as a link in the full Europa series of games.

This award winning series of games has been played since the 1973 release of *Drang Nach Osten*. Since then an expanding array of games and modules have been published.

Europa puts you in command of the armies, navies, and air-forces that fought the battles of World War Two.

Grand Europa

When the series is complete a set of rules will allow you to play the entire war in Europe will be published. We call this final set of linking rules **grand Europa**.

Other Europa Titles

Limited copies of the following games are available until sold out...

Fire in the East (The Russian Campaign 1941/2)	\$140
Scorched Earth (The Russian campaign 1942/4)	\$140
Africa Orientale (East Africa 1940/1 - Published in S&T 128)	\$30
The Urals (Expansion module for Scorched Earth)	\$60
Balkan Front (The Balkans Campaigns 1940/1)	\$75
First To Fight (The Polish Campaign 1939)	\$90

MINIATURES RULES

WRG ANCIENTS RULES

HISTORIC

WRG ANCIENTS RULES 7th Edition

Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 56 page book, plus reference cards. The rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$15.00**

BATTLESYSTEM

FANTASY

TSR BATTLESYSTEM

A moderate complexity system covering large-scale battles between 25mm fantasy units (particularly Ral Partha's excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying rules, sieges, and much more. Each figure represents ten soldiers, or one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D player-characters can be used as heroes in any Battlesystem scenario. Made by TSR, with 128 pages and color photographs. **\$30.00**

TSR BATTLESYSTEM SKIRMISHES

Modified BATTLESYSTEM rules designed for smaller forces (10 to 50 combatants), with each figure fighting individually. Can be used in conjunction with AD&D. Mechanics include morale, experience, personal challenges, etherealness, aerial combat, magic weapons, illusions, war machines, wizards & more. 128 pages with color photos and a painting guide. **\$35.00**

TSR CASTLES

A generic medieval-fantasy supplement boasting a wealth of 25mm color cardboard structures, including towers, holds, fortress walls, battlements, drawbridges, siege towers, fieldworks, plus numerous floorplan aids, etc. Includes assembly instructions. **\$60.00**

CHALLENGER 2000

MODERN

TAB CHALLENGER 2000

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **\$16.00**

TAB MODERN EQUIPMENT HANDBOOK

92 page guide to equipment specifications and point values. Contains a compendium of vehicles (MBTs, TDs, APCs, ACs, recon units), anti-tank missiles, rockets (conventional and NBC), anti-aircraft systems, mortars, artillery & helicopters, all from 49 countries. **\$15.00**

TAB DIGEST # 4

Ultra modern army lists Volume # 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. **\$15.00**

TAB DIGEST # 5

Features tables of organisation for the Middle East, Africa, the Far East, Latin America, and Rapid Intervention Forces, plus a brief listing of Central American 'hot spot' forces. **\$15.00**

COMMAND DECISION 2nd Ed

20th CENTURY

GDW COMMAND DECISION

2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, amphibious operations, 6 scenarios, & a DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. **\$75.00**

GDW OVER THE TOP

Rules for tactical combat in the bloody mire that World War I - the dawn of modern warfare. The game mechanics feature chemical warfare, artillery barrages & variant ammunition, complex prepared trench systems, weather, night fighting, aerial operations, trench raiding parties, stossgruppen, demolishes, exhaustion, flamethrowers, BEF's Mad Minute, rudimentary AFVs, planes, and deadly machine guns. This 128 page book includes 10 scenarios, two campaigns, & complete 1914 - 1918 Orders of Battle for 13 nations. **\$22.50**

DE BELLIS ANTIQUITATIS

ANCIENT

WRG DE BELLIS ANTIQUITATIS

Wargames Research Group's fast play campaign rules. This 20 page book contains simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$6.50**

FANTASY WARRIORS

FANTASY

GRE FANTASY WARRIORS

Grenadiers incursion into the realm of tabletop fantasy miniatures' gaming is a pleasant surprise. This is a low to moderate complexity system that allows play to flow quickly without sacrificing the character necessary for epic fantasy battles. The rules contain the best command control and orders rules available, and the 56 page rulebook also includes sections on scouting, warchief boasts, omens, threats (quite useful), magic, talismans, army lists, and more. All armor types and weapons are classified individually - there are no values for these as is common in most rules. There are 150 game markers, dice, and 102 25mm plastic dwarves and orcs. **\$70.00**

GRE FANTASY WARRIORS COMPANION

An excellent 80 page companion with totally revised army lists which include heaps more of the large range of Grenadier figures, including some dragons, undead, horse riders, Amazons, etc.

The book also contains complete rules for using undead troops, plus rules for using mercenaries.

\$26.95

FIRE & FURY

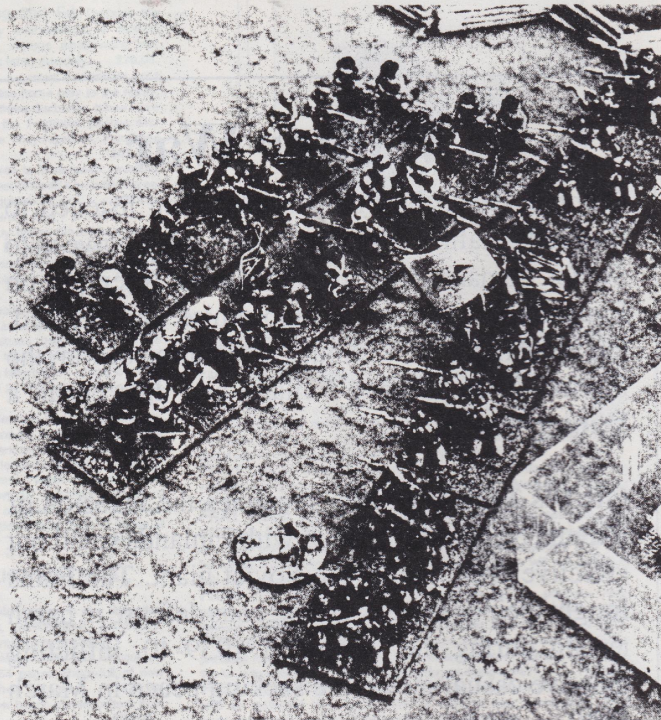
U.S. CIVIL WAR

QUA FIRE & FURY

A 74 page rulebook cover the U.S. Civil War produced by the Tactica People. Each stand of infantry or cavalry represents a brigade, enabling large battles to be recreated. Rules cover unit quality, leader effectiveness, morale, command, weapon effectiveness, ammo supply, fog of war, etc. No re-basing of figures is required. Has glorious color photos. **\$40.00**

QUA GREAT WESTERN BATTLES

A 36 page scenario book for FIRE & FURY. Each scenario includes history, maps, orders of battle, and what if's. Covers Shiloh, Corinth, Stones River, Atlanta, etc. **\$25.00**



FIREFIGHT

SCIENCE FICTION

ALT FIREFIGHT

These rules are designed for use with Alternative Armies large range of wargames figures. The rules focus on the underground combat occurring between the humans of the Free Companies and the Shia Khan - numberless hordes of goblins. The rules are skirmish level with the emphasis on fast moving mechanics. **\$30.00**

HARPOON

Note Lower Prices MODERN

GDW HARPOON

Excellent tactical naval rules, featuring a 48 page rulebook, the 144 page Data Annex 1990-91 book (see below), a 16 page scenario book, 2 reference cards and 168 counters (if you can't afford miniatures.) The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. Incorporates devastating air-power and sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc.) **\$40.00**

GDW BATTLES OF 3RD WORLD WAR

Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48 pages. **\$13.50**

GDW SHIP FORMS

25 detailed status sheets for popular ship classes in the NATO (12 entries) and Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft and 4 helicopter profiles, plus a scenario-generation system. **\$13.50**

GDW SUB FORMS

Like Ship Forms, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. **\$13.50**

GDW ASW FORMS

Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario generation system. **\$13.50**

GDW DATA ANNEX 1990-91

Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels. Also features new aircraft endurance rules. **\$10.00**

GDW THE SOUTH ATLANTIC WAR

Features 24 scenarios that recreate the furious clashes between Britain and Argentina in their battle for control of an island full of cold sheep (not New Zealand!) Includes pregenerated ship status sheets, background info, environmental data and land campaign rules. **\$20.00**

GDW TROUBLED WATERS

Features over 30 pregenerated ship forms and special rules that cover 3rd world navies, with scenarios from the 1973 Arab-Israeli war, Iran-Iraq war, and the Gulf War. A scenario generator is provided, plus a brief history of Fast Patrol Boat operations. **\$16.50**

JOHNNY REB**U.S. CIVIL WAR****GDW JOHNNY REB**

2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. **\$40.00**

KRYOMEK**SCIENCE FICTION****FAN KRYOMEK**

This is a skirmish and mass-combat set of Sci-Fi rules for the war between the humans of the Nexus Tri-Federation and the Kryomek hive terror-creatures (basically intelligent ALIENS.) The fast play mechanics include a command-chit order system and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign & universe background, weapons tech, morale, drones, bioengineering, combat vehicles, etc. This superb production is complemented by a huge range of miniatures and resin kits also made by Fantasy Forge. **\$40.00**

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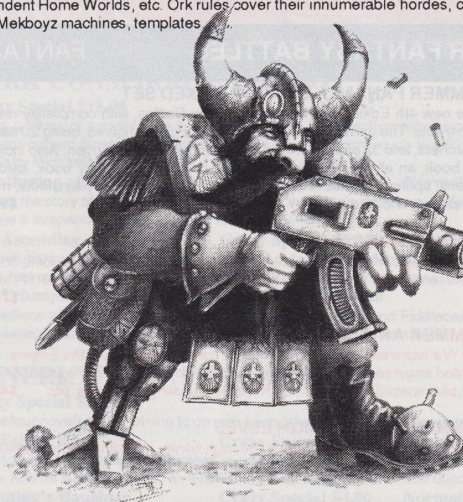
The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. **\$45.00**

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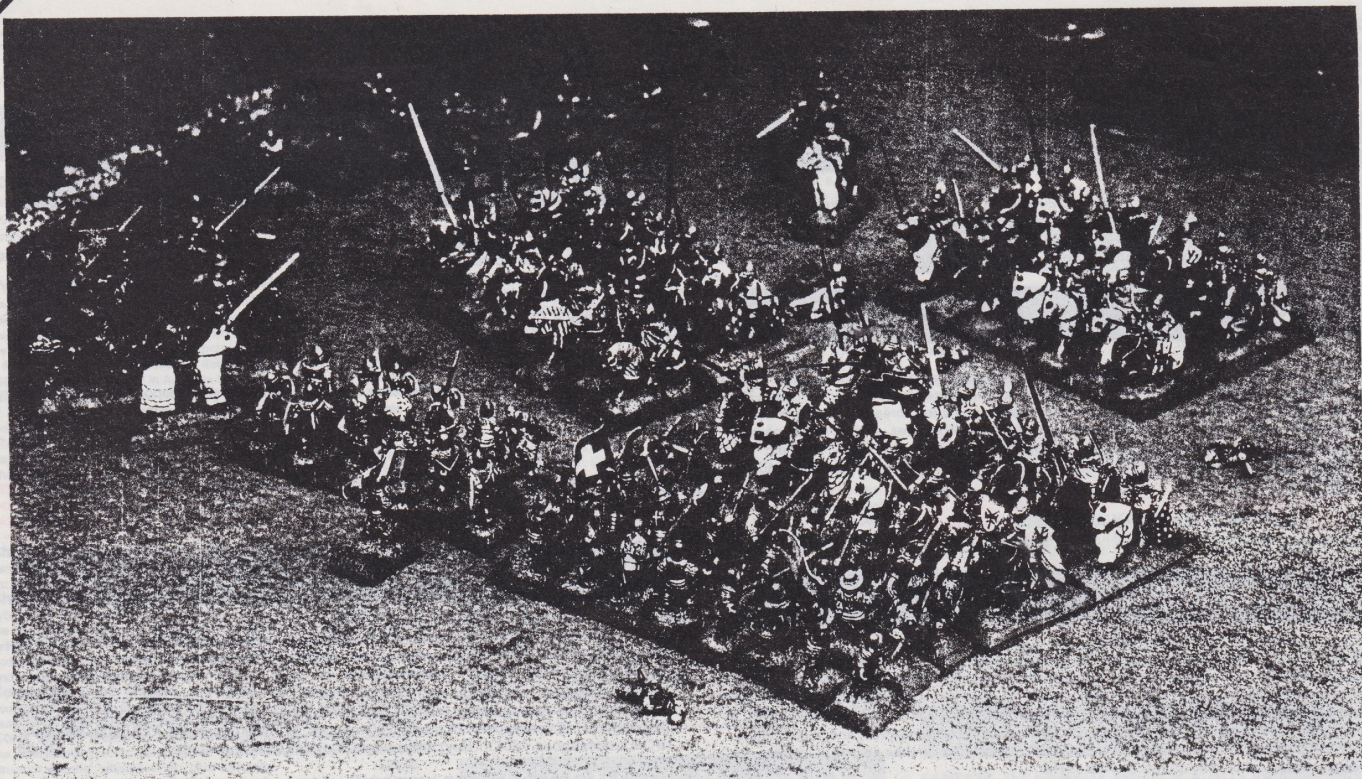
112 pg book on tactical squad-level combat in the Star Wars universe. The rules have two complexity levels, mechanics for close-assault, alien terrain, squad creation, excellent troop morale rules, heroes, 'droids, space critters, hidden movement, special weapons, the force, etc. Also includes various templates & markers, 2 scenarios, army lists, painting guides, ideas for scenery, plus heaps of photos. A whole range of figures are now available in blister packs. **NOTE** reduced price due to scuffed covers! **\$25.00**

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THEY DIED FOR GLORY FRANCO-PRUSSIAN WAR

QUA THEY DIED FOR GLORY

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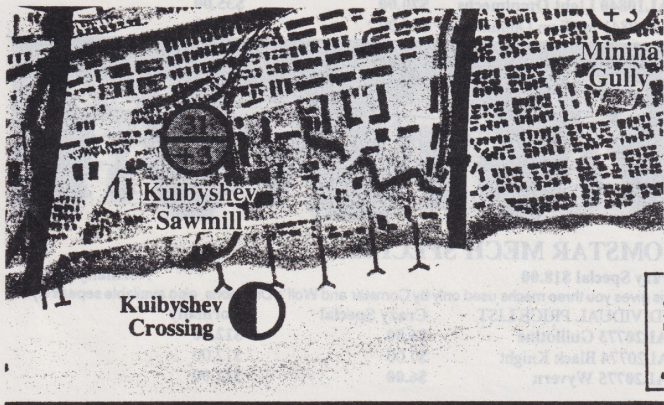
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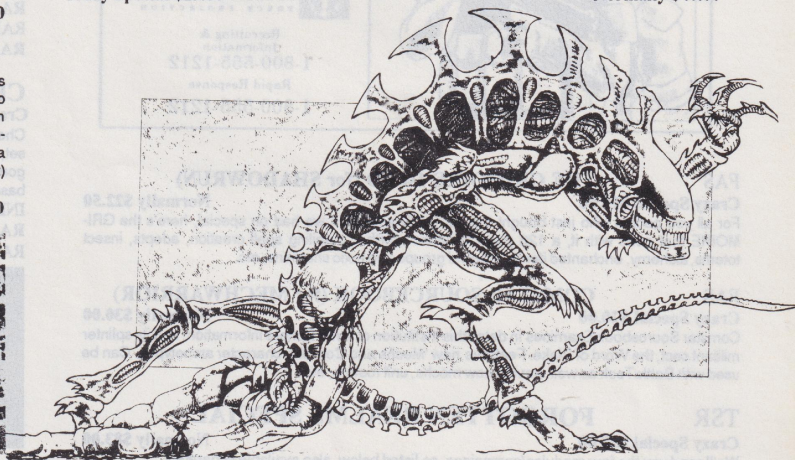
MINIATURES RULES

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This is a skirmish and mass-combat set of Sci-Fi rules for the war between the humans of the Nexus Tri-Federation and the Kryomek hive terror-creatures (basically intelligent ALIENS.) The fast play mechanics include a command-chit order system and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign & universe background, weapons tech, morale, drones, bioengineering, combat vehicles, etc. This superb production is complemented by a huge range of miniatures and resin kits also made by Fantasy Forge.

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INDIVIDUAL PRICE LIST	Crazy Special	Normally
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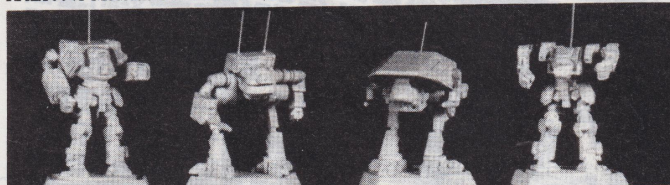
INDIVIDUAL PRICE LIST	Crazy Special	Normally
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Cheap Ral Partha Clan Omnimechs! For this special we'll send you the Light Omnimechs boxed set, with a Dasher, Koshi, Uller, Puma, & 4 hex bases; and the Medium Omnimechs, with a Dragonfly, Fenris (the best mech ever designed - I'm not biased, really!), Black Hawk, Ryoken, & 4 hex bases.

INDIVIDUAL PRICE LIST	Crazy Special	Normally
RAL10840 Light Omnimechs	\$20.00	\$35.00
RAL10841 Medium Omnimechs	\$27.00	\$45.00



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Crazy Special \$18.00 Normally \$36.00

This gives you three mechs used only by Comstar and Wolf's Dragoons, also available separately.

INDIVIDUAL PRICE LIST	Crazy Special	Normally
RAL20773 Guillotine	\$6.00	\$12.00
RAL20774 Black Knight	\$7.00	\$12.00
RAL20775 Wyvern	\$6.00	\$12.00

ACRYLIC PAINT

Crazy Special \$11.00 Normally \$20.00

Here's five pots of superb, thick, quickly drying Ral Partha acrylic paint. We've got a few (scores) too many, so here's your chance.

INDIVIDUAL PRICE LIST	Crazy Special	Normally
RAL77708 Black	\$2.50	\$3.95
RAL77706 White	\$2.50	\$3.95
RAL77705 Flesh	\$2.50	\$3.95
RAL77716 Yellow	\$2.50	\$3.95
RAL77720 True Blue	\$2.50	\$3.95

COMPUTER GAMES

SSI GATEWAY TO THE SAVAGE FRONTIER

This is the first adventure in a new series, using the POOL OF RADIANCE combat system. You can sail the Trackless Sea, conquer the heights of the Lost Peaks, brave the ruins of Ascore, visit magical Silvermoon, etc. You have to find talismans with which to defeat a new dark invasion. With a huge new wilderness to explore. Requires hard disk, 1.2" FDD, and comes in CGA, EGA, and VGA.

Crazy Special IBM - \$30.00 Normally \$70.00 **AMIGA - \$30.00**

SSI TREASURES OF THE SAVAGE FRONTIER

The sequel to GATEWAY TO SAVAGE FRONTIER. Your mission is to save the Savage Frontier from a cataclysmic war, free Llokh from its evil captors, and regain a powerful magical item lost since ancient times. Movement and combat are now subject to the effects of weather, and players can interact with NPCs, including romance! Reinforcements are also possible during combat. Game play is 40 - 100 hours. IBM Comes with EGA and VGA and requires hard disk & 1.2" FDD.

IBM - \$30.00 Normally \$70.00 **AMIGA - \$30.00**

SSI DARK QUEEN OF KRYNN

This sequel to DEATH KNIGHTS is set in the Dragonlance world of Krynn, requiring 40 - 100 hours to solve. This boasts a fully evolved version of the SSI computer game system, and you can transfer characters from DEATH KNIGHTS. You battle Krynn's worst nightmare, and can take your characters up to the 40th level, and you can do extensive underwater exploration! Requires hard disk & 1.2" disk drive, EGA and VGA.

Crazy Special IBM - \$30.00 Normally \$70.00

SSI CONFLICT MIDDLE EAST, 1973, 1995

An easy to learn and fast moving wargame of two Arab-Israeli wars, the 1973 conflict, and a hypothetical modern day conflict. You command brigades and divisions, which record individual tanks and squads, mobile artillery pieces, SAMs, aircraft, etc. Weather and supplies also effect play. There are 6 difficulty levels. Playing time is 20+ hours. Supports CGA, EGA, and can be used on VGA.

Crazy Special IBM - \$20.00 Normally \$50.00

ROLEPLAYING

COLOR CODE

■ New Item Now Available and In Stock

■ New Item Not Yet Released

ALIENS

SCI-FI A chilling future of mega-corporations vying for control of space colonies. But the exposure of humanity to a race of perfectly adaptive Xenomorphs could spell the end of civilization. **By Leading Edge Games.**

ALIENS ADVENTURE GAME 194 page book packed with photos, detailing characters, vehicles, equipment, skills, Alien bug-uglies, campaign background, combat, plus everything else players and DMs need to know. This is a low to moderate complexity system that is heavily based on the second film, but also contains several follow on scenarios. **\$45.00**

ALIENS 25mm MINIATURES

LEA20300	Aliens (6)	\$34.95
LEA20301	Colonial Marines Set # 1 (8)	\$34.95
LEA20302	Colonial Marines Set # 2 (8)	\$34.95
LEA20303	Alien Queen, Eggs, Facehuggers	\$34.95
LEA20304	Colonists Last Stand (6)	\$34.95
LEA20305	Aliens (6 new poses)	\$34.95
LEA20306	Power Loader & Jonesie (the cat) May	\$34.95

CALL OF CTHULHU

HORROR Beyond the comforting realms of society lurks an ancient and terrifying con-spiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **By Chaosium.**

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Love-craft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary, etc. **\$45.00**

Adventures in Arkham Country Adventures in Arkham, Dunwich, Kingsport & Innsmouth. Due March. **\$40.00**

Arkham Unveiled A 160 page guide to 1920s Arkham in New England, includes details on Miskatonic University, creepy locales, bizarre characters, places of interest, and four adventures. **\$40.00**

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **\$40.00**

Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **\$40.00**

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. **\$40.00**

Creatures of the Dreamlands Beautifully illustrated colour guide to 31 strange beasts. **\$30.00**

Cthulhu By Gsight Includes extensive background info for 1890's London, such as social classes, politics, times, maps, biographies, Cockney slang, cost of living, Club life, and an adventure The Yorkshire Horrors featuring Sherlock Holmes. **\$40.00**

Cthulhu Casebook 9 adventures: The Auction, The Madman, Black Devil Mountain, The Asylum, The Mauretania, Gate From the Past, Westchester House, Curse of Chaugnar Faugn & Thoth's Dagger. Includes the 10 Commandments of Cthulhu Hunting, Plot Germs & a collection of Gristly Descriptions! **\$40.00**

Cthulhu Classics Features a 7-part campaign 'Shadows of Yog-Sothoth: the unleashing of sleeping Cthulhu from the corpse city of R'lyeh! Plus 5 reprinted scenarios (The Warren, Dark Carnival, etc.). **\$40.00**

Cthulhu For President Election accessories for the Final Campaign (if Cthulhu gets in office - there won't be another campaign). Includes elderly party membership kit, poster, ballot, flyer, bumper sticker, & press package. **\$30.00**

Cthulhu Now 2nd Edition. 144 page 1990's sourcebook that covers new equipment & firearms, computers, helicopters, enhanced monster hit-locations, contemporary character sheets, & four adventures that features an undersea city, a crashed Space Shuttle, & a metal band with a Mythos group! **\$30.00**

Curse of Cthulhu The Brotherhood is staging a comeback, and players must travel to San Francisco, the Andes, Egypt, and Romania to find out who is responsible for a string of child murders & abductions. **\$40.00**

Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **\$40.00**

Dreamlands A 122 page sourcebook that explores the fantastic realms beyond the veil of sleep. Includes dream skills & abilities, 6 adventures, new spells, the Underworld, a bestiary, and a map. **\$35.00**

Escape from Innsmouth A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. 160 pages, due early '93? **\$40.00**

Fatal Experiments Has three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg. Duck's Foot Pistol. **\$40.00**

Fearful Passages Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. **\$40.00**

Dire Documents Due March. **\$18.00**

Great Old Ones Six 1920's scenarios (one involves a 1927 English lunar expedition): The Spawn, Still Waters, Have You Seen the Yellow Sign?, One in Darkness, The Pale God & Bad Moon Rising. **\$40.00**

Green and Pleasant Land Sourcebook for 1920s England, with 3 adventures. **\$22.00**

Horror on the Orient Express A magnificent campaign that hurtles along on a nightmare journey from London to Constantinople, gradually unleashing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus a generous amount of handouts and great maps. **\$60.00**

Keeper's Kit Contains a 3-panel Keeper's screen, character sheets, two Miskatonic University stickers, a Cthulhu note-pad, a colour poster,

and an eight page adventure: The Dead Man Stomp. **\$30.00**

Kingsport A seduced fishing village known for its ambience by tourists & artists, but behind a facade of normality lies an ancient Witch Cult, & unspeakable creatures that lurk in the fog! With 3 adventures. **\$35.00**

Mansions of Madness Five 1920s adventures, each based around an isolated building: Mr Corbett, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. **\$35.00**

Masks of Nyarlathotep Players must discover the fate of an Egyptian expedition. A trail of horror & subterfuge leads them to New York, Cairo, Nairobi, Shanghai, & the lair of the terrible Dark God. **\$40.00**

Return to Dunwich Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes a map & 2 adventures. **\$40.00**

Tales of the Miskatonic Valley 1920s sourcebook detailing the title location. Includes 3 adventures that include an expedition beneath an ancient Indian burial ground, and in a circus freak show. **\$35.00**

Terror Australis Sourcebook for 1920s Australia & the Aboriginal Dreamtime. Includes 3 adventures: Pride of Yimimbura, Old Fellow That Bunyip & City Beneath the Sands. Disgusting artwork! **\$40.00**

The Stars are Right The U.S. presidential election campaign begins, with sinister agents eager to promote a New World Order that will have devastating global consequences! For Cthulhu Now. **\$40.00**

The Thing at the Threshold A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic future consequences. **\$35.00**

Terror from the Stars A search begins for a lost archaeological expedition in British Honduras; and a strange golden artifact from Peru piques the interest of art thieves, and something much worse! **\$18.00**

CHAMPIONS

Note New Lower Prices

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! Contemporary era. **By Iron Crown Enterprises.**

Champions Comprehensive 346 page softcover book based on the Hero system. The best Superhero RPG on the market. Details 8 primary characteristics, 6 figured characteristics, 59 skills, 6 perks, 20 talents, 64 powers, 33 power advantages, 23 power limitations, 17 character disadvantages, etc. **\$30.00**

Alien Enemies A collection of alien oddities and other strange entities from beyond who are desperate for some global real estate. Includes two new criminal organisations and various scenarios. **\$15.00**

Challenges for Champions Contains 10 scenarios, with tips on how to adapt them to suit specific characters. Includes general guidelines on scenario generation and design techniques. **\$9.00**

Champions in 3-D 144-page sourcebook on running extra-dimensional adventures, pitting characters against other-worldly creatures and stranger villains. Ideal as a break from the urban environment. **\$18.00**

Champions of the North 128 page Canadian sourcebook, includes data on culture, history, politics & geography, plus a large selection of new heroes, villains, organisations and adventures! **\$20.00**

Champions Presents #1 3 adventures: Spectrum - A supervillain organisation uses political kidnapping to pass anti-superhero legislation. No News of a Thaw - Dimensional ice demons generate arctic weather conditions to try and conquer the world. Menace Out of Time - A trip through time unleashes a host of strange adversaries: Nazis, robots, war gods, gunslingers, ghosts, and dinosaurs! **\$20.00**

Champions Universe Has a complete listing of all criminal & otherwise organisations, glossary for every character, group, location & device, timeline of important events, atlas of the world, new characters & organisations, who hates who & who likes who, etc. 180 pages. **\$25.00**

Classic Enemies A reprinted & updated selection of 75 villains - both solo operatives and powerful criminal organisations. 112 pages, including a reprint of the 'Escape From Stronghold' adventure. **\$13.50**

Classic Organizations Details and updates all the old major Organizations such as PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages. **\$24.00**

Dark Champions Sourcebook for a new class of superheroes - vigilantes who walk the line between justice & vengeance. 280 pages including extensive modern weapons lists, gadgets, etc. Due March. **\$35.00**

Day of the Destroyer Doctor Destroyer wants to rule the Earth, if world leaders refuse his New World Order he will start to cull the population, unless he gets his ass kicked by some superheroes. **\$7.50**

European Enemies Features 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With several adventures, details on new organizations, etc. 96 page **\$16.50**

High Tech Enemies A selection of villains - power armored, robots, androids, cyborgs, mutants - armed with a sophisticated array of gadgets,

40 villains & agents are detailed, including - Kinetron & Angel-3. **\$30.00**

Invaders from Below King Earthworm and his twelve super-powered Darklings, plus a whole horde of Subterraneans, surge forth from their vast underworld kingdom to conquer the surface world. **\$18.00**

Invasions: Target Earth Designed to allow GM's to create classic pulp-action alien invasions, using anything from giant reptilian monsters, to ancient robots, or horrors from the ocean depths. **\$11.00**

Kingdom of Champions A 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Includes a collection of Pommie super-criminals and organisations, plus a dozen adventures. **\$18.00**

Mind Games Mutants from the Parapsychological Studies Institute seek to destroy all superheroes by manipulating and distorting their memories or dragging out nightmares from their subconscious. **\$8.50**

Mystic Masters Super-magicians from an alternate dimension invade Earth, with their arcane powers, mighty artifacts, and collection of AD&D modules, they threaten a new dark age! 112 pages **\$13.50**

Normals Unbound An NPC catalogue detailing the "significant other" - the chauffeur, idiot sidekick, voluptuous media personailt, politicians, cops, scientists, & a whole host of others. Ideal for campaign play. **\$16.50**

Olympians When the Greek gods finally freed themselves by kicking some serious Titan ass, Zeus re-opened the Earth portal, thus unleashing his pantheon into the 20th century! **\$12.00**

Road Kill A supervillain speed-metal band, still mad as hell for not getting an MTV video-clip complete with buxom mud-wrestling women, decide to get into some serious eardrum-shattering mayhem. **\$10.00**

Zodiac Conspiracy Zodiac is an organisation of twelve sophisticated, immortal villains who plot world conquest from within their orbiting organic lair, and whose powers come from star signs. **\$13.50**

CHILL

HORROR In today's world many have seen manifestations of terror, but the tabloid media have ridiculed the facts. For beyond a veil of secrecy lurk nightmares incarnate. **By Mayfair.**

CHILL 256 pg hardback book of contemporary horror. Features 8 character attribute, 67 skills, 51 PC classes plus various 'edges', 'draw-backs' & disciplines. With a comprehensive bestiary & scenario. **\$55.00**

A Chill in the Fog Sourcebook for Victorian-era England, mainly focusing on the Jack the Ripper theme. Includes an historic scenario, location descriptions, cultural details, etc. Due May/93. **\$35.00**

Apparitions 128 page spectral campaign sourcebook detailing everything from ancestral ghosts, to child spirits, phantom battlefields, haunted houses, and more. Includes a scenario. **\$18.00**

Beast Within A supplement that allows players to roleplay creatures of the Unknown. **TBA**

Chill Companion Explains how to tailor scenarios into any horror genre - from the Victorian slashers theme, to futuristic psychological terror. Includes rules, skills, magics, psionic dueling & encounters. **\$25.00**

Horrors of North America Features 15 detailed scenario locations with maps, plus a list of magical objects, 18 new creatures (Sasquatch, the Drowned One, etc.) and historical information **\$25.00**

Orphans of the Night A scenario set in a youth shelter, with a new character - the Feeder. **TBA**

Undeath and Buried A scenario set in Minnesota, where the fate of SAVE will be decided. **TBA**

Veil of Flesh The White House has become the unwilling host for a supernatural entity who preys upon the minds of world leaders, in an attempt to influence global matters (sounds like the corporates!) **\$18.00**

Voodoo Sourcebook Details the Vodoun religion and includes a scenario - Drum in the Night. **TBA**

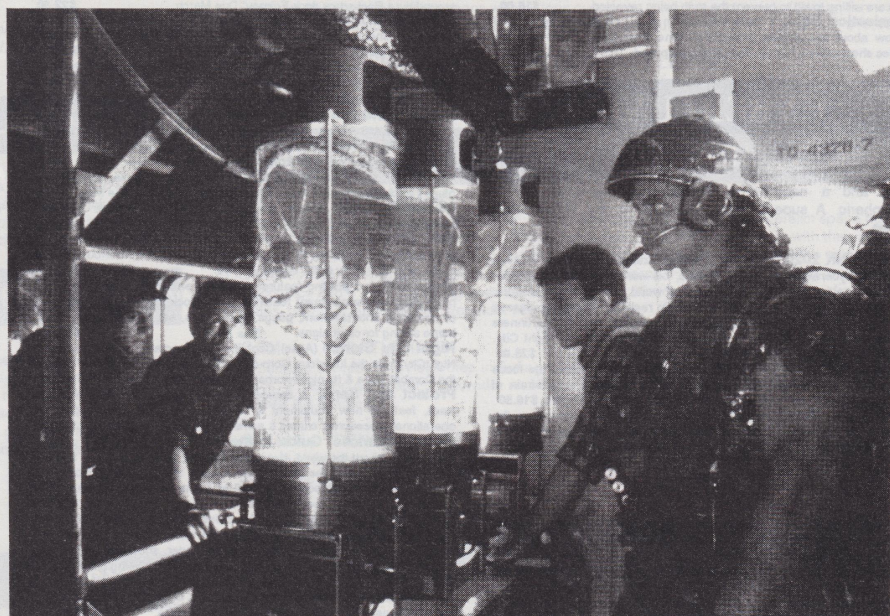
CORPS

SCI-FI In the CORPS world of today there exist vampires, UFO's, mind-reading mutants, secret societies, and government cover-ups. This is the first modern global conspiracy game. **By BTRC.**

CORPS The world it not as it seems, it just looks the way those who really run things like it to. And just imagine what they would do if you found out. This is basic system that emphasises action rather than rules overkill. It covers everything needed to play - weapons, GM tips, paranormal powers, etc. 54 pages. **\$15.00**

CORPS Technology A gadget sourcebook that covers modern weapons, armor, vehicles, personal equipment and other bits 'n' pieces. With complete game stats, availability, price, etc. **\$10.00**

Deathwind A twisted, global spanning year-long adventure where the characters discover 2 days missing from their lives & memories. Unknown



forces are willing to kill to prevent the truth being revealed. \$18.00
Organisation Book 1 More information than you should be allowed to know about the sinister immortals, Time Travellers, and Hierarchy. Includes short adventures for each topic. 66 pages. \$12.00

CYBERPUNK

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By **R.Talsorian Games**.

CYBERPUNK 2020 2nd Edition Features extensive character creation mechanics, cyberweapons, net programs, bio-ware, nanotech enhancements, fast moving fire-fight rules, heaps of world background and more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners & fixers. Includes 10 scenarios, & details on adventuring in Night City. 246 pages - proudly printed in Australia by Jedko Games. \$25.00
All Fall Down (Atlas) The rebuilt city of Las Vegas becomes the focus of a Corporate civil war, with one side ready to test a new strain of biological weapons, and both of 'em wanting to flatten the players. \$16.50
Chasing the Dragon (Atlas) An attaché case is stolen from the players in an ambush, the person responsible is a Solo called Dragon, who fades quickly into the dangerous urban Combat Zone. \$18.00
Chrome Berets (Atlas) A campaign for cyber mercenaries - there's a war happening in a 3rd world country & the Big Suits want it to go their way, except they don't want anyone to know that they're involved. Which is where you come in. Includes mass combat rules for large battles. \$25.00
Chromebook An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. TBA
Chromebook #2 A must-have for all Cyberpunk gamers. Covers new cyberware including a remote, removable eye, equipment, weapons, with the Rhinemetall Railgun & the 'Anti-Matter Rifle' - both great for dealing with all forms of power armor & metalgear. Also details heaps of new full body replacement packages - the latest trend in survivability. Plus exotics and vehicles, chameleon devices etc! \$25.00
Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols to sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. \$40.00
Corp. Book I Profiles on 2 powerful conglomerates: Arasaka Security & the International Electric Corporation. 88 pages featuring products, board structure, security, resources, etc. plus scenarios. \$20.00
Corp. Book II A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Militech International. Valuable data for campaigns. Includes scenario idea, equipment lists, uniforms, etc. \$20.00
Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. \$20.00
Cyberpunk Data Screen Color game screen + an adventure. \$22.50
Deep Space 2nd Ed Near Orbit, updated to 2020, with reports on Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, and some Orbital politics. Due April. \$25.00
Eurotour '21 Six related adventures set in Europe and centering

around mad Rockerboy Jack Entropy. Due March. \$22.50
Eurosourcebook Details New Europe, the Eurocrats paradise that veils a continent simmering with bitter historical feuds, toxic wastes & nationalistic gangs. Includes three adventures. \$20.00
Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. \$22.00
Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, US military, balance of power, etc. Due April. \$35.00
Land of the Free A five adventure campaign pack in which your team of cyberpunks are hired to extract a corporate from New York & deliver him to Night City. Run ins with Elvis Poers, Delta Pirates, a drigible, & other friendly peoples will make this an unforgettable run. Due May. \$40.00
Maximum Metal Power armor, tanks, APCs, mil-spec aerodyne assault vehicles, other weapons & military hardware. Due May. \$30.00
Near Orbit A sourcebook for the orbital colonies, from manufacturing & pharmaceutical factories, to the grim warbirds, and the luxurious palaces of the elite. With new skills, equipment, etc. \$22.50
Night City 2nd printing features corrected errors etc. Sourcebook with huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages. An ideal home setting for campaigns. Due April. \$30.00
Night City Stories (Atlas) Contains 4 connectable adventures set in Night City, from the luxurious Corporate Sectors where the money lives, to the Combat Zone & its nightly urban holocaust. 144 pages. \$30.00
Protect and Serve A sourcebook dedicated to the Cop character class, features new equipment & weapons, gangs & organised crime, operational procedures, crimes & sentencing, punishment, etc. \$20.00
Rache Barmoses' Guide to the Net At last! A complete guide of the net throughout the world. Net runner heaven. Due June. \$24.95
Rockerboy Details the glittering decadence and popular impact of cult music in the cyberpunk society, as well as the social & political influence of the powerful electronic media. 80 pages. \$22.00
Solo of Fortune Sourcebook for Solos, with new rules, equipment, weapons, gang type descriptions, corporate extractions, etc. Remember, when you want to impress a booster gang leader, shoot one of his boys under his nose or even better-shoot yourself without showing pain! \$20.00
Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. \$22.50
The Oeiris Chip (Atlas) Humantech, a secretive biotech firm, has developed a chip that will enable it to control victims of cyberpsychosis, and thus create a mercenary gang of high-tech zombies. \$15.00
When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, and a sexy adventure. \$25.00

DANGEROUS JOURNEYS

MULTI GENRE Gary Gygax's back! And the old mentor of roleplaying has helped to produce a new system that features flexible mechanics and very detailed characters.

MYTHUS This is the core fantasy sourcebook, it features a rich heroic persona creation system (vocations, knowledge, skills, quirks, birth, etc), improving skills & abilities, combat & healing rules, Heka Energy & basic magic, time, game realism, magical items, an adventure, and more. 413 pages! \$40.00
Aerth Bestiary #1 All the creatures from exterior and interior Aertha, with all stats, habitats & descriptions. Due April. \$45.00
Mythus Magic Expands the magic rules & Heka powers: has over 1000 spells listed for Magee (with 5 schools), Priests (with 5 Ethos) & 15 other Archetypal Castings, plus more magic items. 382 pages \$37.00
Mythus Gamemaster's Screen A standard cardboard prop upon which are printed the basic rules framework, and behind which the GM can cheat with his/her die rolls! Includes play aids. \$18.00
Epic of Aerth An Earth-like fantasy campaign setting (continents are called Aeropa, Alrik, Central Azir, etc) with extensive subterranean labyrinths (Shallowshadow, Midgloom & Deepdark), and a hollow interior wherein reside ancient races. Technology & civilization remain at a Late Renaissance level, but magic is quite extensively developed. Unlike the counter-world of Phaeos where wild magic reigns. \$40.00
Necropolis A Mythus campaign adventure set in magical Egypt - the characters embark upon the great river Nile in search of lost tomb. They face hazards such as bandits, demons, and worse! \$40.00

Novels - Mythus Egyptology Trilogy
 1. Anubis Murders \$7.50 2. Samarkand Solution \$10.95
 3. Death in Delhi Due? \$10.95

DARK CONSPIRACY

SCIENCE-FANTASY A decaying, polluted near-future Earth where other-worldly denizens have secretly manipulated world events in a conspiracy that has lasted since ancient times. By GDW.

DARK CONSPIRACY Despite advances in technology world society has begun to fall into ruin. Pussant nightmare powers, hidden since the rise of civilization, have manifest themselves to challenge humanity's rule. 336 pg, with 62 PC careers, 51 skills, lots of unnatural critters, etc. \$45.00
Among the Dead In New York a children's hospital is providing orphans as human raw material for some unspeakable purpose, one that has connections with an undying creature in decayed Moscow. \$20.00
Darktek An equipment guide with gruesome biological Dark Minion weapons, futuristic ET constructs, advanced corporate consumer technology, vehicles, robotics, electronic equipment, etc. 104 pgs. \$25.00
Dark Races Vol. 1 A compendium of 46 creatures, with details on mythology, skills, vulnerabilities, empathic abilities, combat tactics, etc. Includes mechanicals, Super Rats, the Toxic Mother, etc. \$25.00
Empathetic Sourcebook Contains expanded rules for the Empathy statistic and its many related skills, as well as new abilities & organisations important to empathic characters. Due April. \$22.00
Heart of Darkness A sorceress of ancient Baghdad has lain in mystic stasis for 1000 years, her mind imprisoned in a magical gem which also holds the key to a ward keeping at bay a race of parasites. \$22.00
Hellgate NASA's newest Comsat is beaming an unknown signal to Mexico, while the gods of the ancient Mayans are rising anew. The way is now open for the coming of the Great Dark One. \$22.00
Ice Daemon In southern Texas, during the middle of Spring, an arctic storm ravages the state. Out in the icy badlands a creature stalks again, not since the Earth's last ice age has it hunted prey. \$8.00
Minion Hunter A stand alone boardgame of Dark Conspiracy. 1 - 6 players hunt down the nameless horrors attempting to invade and subjugate the USA. Rules are low complexity, and includes 72 plot cards, 40 equipment cards, money, character sheets, etc. \$60.00
Minion Nation An expansion for MINION HUNTER. Has new rules, expanded encounter tables, random plot card results, 16 new equipment cards - including captured minion bio-equipment! \$30.00
New Orleans An ancient fiend and its legion of servitors is preying on the ghetto, dragging victims thru the sewers and into the swamps beyond, where tons of toxic wastes have been dumped. \$22.00

Nightsider An adventure that combines a sunny island resort, a high-security army base, and a sleepy township whose residents aren't able to leave! More details on the plot next time. \$10.00

PC Booster Kit A 'Cinematic' & 'Heroic' expansion set. Includes new skills, careers, and character options, plus an optional task system update allowing for more widely dramatic successes & failures! \$10.00

Proto-Dimensions Vol. 1 Describes over 12 new dimensions - bizarre environments that can be detrimental or beneficial to the players. Explains how to discover them, and how to leave. Due May. \$22.00

Novels: - \$10.00 each

A Gathering Evil 2. Evil Ascending 3. Evil Triumphant

DREAMPARK

SCIENCE-FANTASY A techno-fantasyland park equipped with virtual reality tools allows teams of Gamers to defeat an array of cross-genre scenarios presented by the the Gamemasters. By **R.Talsorian**.

DREAMPARK A universe where anything is possible, created by technology that combines every style of historic fact and imaginative world. Characters are able to redesign themselves, and they never die, they only lose games. The mechanics are flexible, with 2 levels of complexity. A fairly relaxed style of game. \$30.00

The Curse of the Khalif An Arabian Knights style adventure, with a few plot twists added. Features 9 new NPC cards, flying carpet combat, damsels in distress, and a few other clichés. 48 pages. \$19.00

The Agents of Falkenstein Set in 1943, the turning point of WWII, a group of Allied "Mystery Men" enter forbidding Castle Falkenstein to battle the Nazi Supersoldier Red Falcon. \$20.00

Race for El Dorado Game An Idiano Jones style adventure trying to uncover some lost goodies in South America. Due March. \$22.50

Dreampark Referees Pack A flashy GM screen with all necessary game play information, 9 new character cards, & a 48 page GM's Guide, with tons of weapons, armor, vehicles, & actor catalogs. \$25.00

Dreampark Spell Cards A box full of easily accessible spell cards, making use simple and speeding up game play. Due May. TBA

DUNGEONS & DRAGONS

FANTASY The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over. By TSR.

RULEBOOKS & BOXEDSETS

Dungeons & Dragons Game Contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a 6-panel DM's screen, dice, 48 colour character/monster counters, and an adventure map. This is specifically designed for beginners, and as such is easy to learn. \$50.00

Dungeons & Dragons Basic Set These are the rules that were superseded by the above game. Includes a DM's guide & a players book. Covers character levels 1 thru 3, with monsters, magic, etc. \$10.00

Rules Cyclopedia This 304 page hardback book replaces the Expert, Companion & Masters box sets. Details DM & Player's information for character levels 1 thru 36, covering character creation & classes, spells & spell casting, equipment, movement, encounters, combat, experience, NPCs, strongholds & domains, monsters, immortals, treasure, campaigning, planes of existence, variant rules & much more! \$50.00

Wrath of the Immortals Describes immortal-level individuals and the outer-planar world. Also details the campaign saga, DMing for low-level dungeons, to hyper-level duels who rule kingdoms, et al. Features a mega-slugfest war of immortals plus the long-awaited brawl between Thyatis & Alphatia. \$40.00

Champions of Mystara This set builds upon the Princess Ark series of stories presented in Dragon magazine. Details the regions westward of the Known World, the use of skyships in your campaign, how to develop skyship crew-member characters, and much more. Includes 4 new maps. Due Oct. \$50.00

ADVENTUREMODULES

BOXED ADVENTURE PACKS

Dragon's Den A beginner's RPG supplement for character levels 1 to 5. Features three complete dragon-lair adventures, each with a colourful poster-sized maps & various colour stand-up counters. \$40.00

Goblin's Lair Three connected low-level lairs containing a wealth of humanoid terrors - goblins, orcs, bugbears & ogres. Includes a horde of stand-up counters, and three poster-sized floorplan maps. \$40.00

Haunted Tower Three tomb-adventures - explore dark crypts where ghosts, mummies, zombies, skeletons & vampires reside - kick some serious undead ass! Great for beginners, with maps, etc. \$40.00

BASIC - LEVELS 1 TO 4

Assault on Raven's Ruin A beginner's module. The Master Thief Raven, leader of a Goblin tribe, has stolen the valuable scepter of truth and taken it to his trap-infested lair. Includes a large map \$15.00

DDA1 Arena of Thyatis It's the festive season in Thyatis, and for dungeon-weary adventurers this is a great time to meet the aristocracy, enjoy a few duels, and fight in the arena for a little fame! \$11.00

In the Phantom's Wake Our heroes discover a strange, magical astrolabe; when its powers are accidentally triggered they suddenly find themselves aboard a haunted skyship. Due July. \$16.00

Knight of News A map reveals the location of a dungeon beneath the Ruins of Kraal, in the dreaded Black Swamp. Unfortunately this labyrinth is flooded, and its aquatic guardians don't want visitors! \$16.00

Rage of the Rakasta An adventure for 2 characters - a village is plagued by marauding feral felines, salvation lies in returning the rakasta queen to her throne. Includes obligatory dungeon. Due May. \$16.00

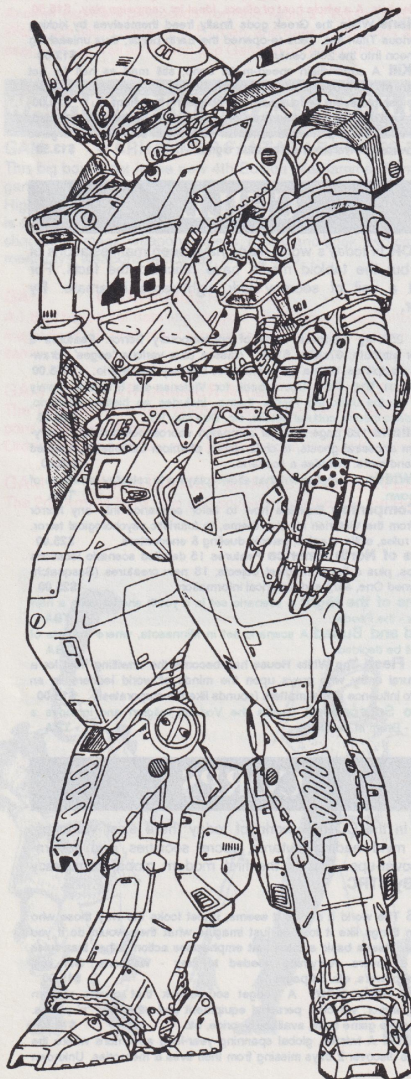
Sword and Shield A module for one DM and one low-level fighter character. The fearsome Black Knight, a bandit of nefarious reputation, has decided to hold a tournament to contest his honor. \$16.00

Thunder Rift A miniature campaign setting, ideal for novice DMs. A location from where characters can rest and begin new adventures. Includes a map of the region, places of interest, NPCs, etc. \$15.00

EXPERT - LEVELS 4 TO 14

X8 Drums on Fire Mountain The mysterious Shipbane & pirate Orcs intent on plunder wreak havoc on the Sea of Dread, both led by a malign intelligence that must be sought out and then destroyed. \$7.00

XL1 Quest for the Heartstone The Queen finds herself in some



strife, her salvation lies with the fabled Heartstone which is buried somewhere in the maze of tunnels within the Mountains of Ice. \$10.00

MASTER - LEVELS 26 to 36

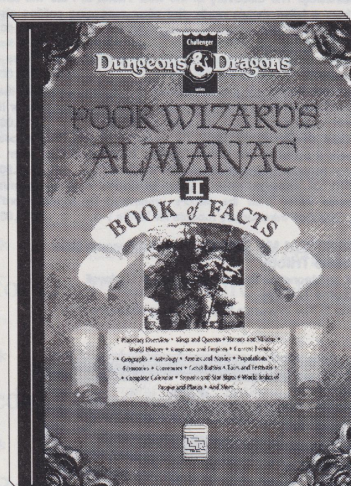
M2 Vengeance of the Alphaks A despotic deity, banished to the sphere of entropy, seeks to destroy mankind by dabbling in politics, thus triggering a cataclysmic war between Thyatis & Alphatia. \$9.00
M3 Twilight Calling In the Septentione stand 7 gates for 7 realms. In these realms stand 7 guardians with 7 symbols. From these symbols comes one key - with this key the Carnifex can be defeated. \$10.00
M4 Five Coins for a Kingdom The city of Lighthall vanishes, in its place come 5 coins of amazing powers. In a realm of floating islands an evil wizard intent on conquest must be slain to save the city. \$10.00
M5 Talons of Night A new age of peace threatens to spoil Alphaks' plans for vengeance, in frustration he kidnaps some diplomats and frames the players! They must travel to other dimensions to prove their innocence, meet vampiric spirits, compete against the Night Spider & return Peaceful Periapt of Pax. \$7.00

IMMORTAL - LEVELS 36 and up...

IM1 The Immortal Storm A swirling grey maelstrom of immense proportions threatens Immortal rule. The players must travel the multiverse to find the essence of life and save the Hierarchs. \$8.00
IM2 The Wrath of Olympus How to save the world: (A) create artifact, (B) defeat host of legendary foes, & (C) rescue immortals imprisoned by Daemons. What do you do with the rest of the day? \$10.00
IM3 The Best of Intentions Prime Plane Immortals are dying - the only way to solve this blatant contradiction in terms is by participating in the dreaded multi-plane Immortal Olympics! \$7.00

D&D CAMPAIGN GAZETTEERS

Campaign world series for use with D&D or AD&D. All titles include complete historic, economic, geographic & social information for players & DMs, as well as details on cities & significant NPCs.
GA22 The Emirates of Ylarum Details everything from the desert realm's bustling capital city to lowly caravan villages where merchants and thieves ply their trade under a remorseless sun. \$16.00
GA23 The Principalities of Gienri A scores of nations ruled by a council of puissant wizard-princes, and known for its all-consuming infatuation with the enigmatic Secret of the Radiance. \$18.00
GA24 The Kingdom of Ierendi A hardy nation of composed of ten separate tropical islands, and a haven for colourful buccanniers, privateers and smugglers. Includes rules for naval warfare. \$16.00
GA27 The Northern Reaches Details the three rugged Viking nations: Soderford, Vestland & Ostland. With separate Player's and DM books, a double-sided map, and rules on D&D Runic Magic. \$18.00
GA210 The Orcs of Thor Sourcebook on Orc culture, with major personalities, clans, history, leaders, etc described in detail. Includes Orc PCs, spell-casters, the Orc King, plus a boardgame! \$20.00
GA211 The Republic of Darokin In Darokin power comes from wealth, whilst social & political influence is tied directly to the success of commerce. Includes a daring Merchant character class. \$20.00
GA212 The Golden Khan of Ethengar A land of vast plains peopled by fierce horse tribes, who are now united by a single heroic leader. Includes a Shaman character class, with unique spells. \$20.00
GA213 Shadow Elves Describes in detail the vile Shadow Elf underworld realm - a violent empire that seeks to invade the surface lands. Includes the Soul Crystals & mystical powers for shamans. \$18.00
GA214 Atraghin Clans Introduces the Horse Clans from the plains, the sea-faring Turtle Clans, the Children of the Bear, & the evil Children of the Viper. With the Shaman PC class & new Immortals. \$22.00
AC1010 Poor Wizard's Almanac B4-sized 240 page almanac that comprehensively details the year AC1010 - in the wake of the Great War of Wrath of the Immortals. Includes a rich overview of Mystara, complete world army synopses, who's who listing, the huge Year in Review, plus a colour fold-out map. \$20.00
AC1011 Poor Wizard's Almanac II A detailed DM's guide to the year 1011, covering personalities & events of importance in Mystara, the Known World & Hollow World. Includes a social register, and an atlas. B4 size, 240 pages - a full gaming years worth of events. Due Dec. \$22.00



HOLLOW WORLD

Hollow World Within the undercrust of the Gazetteers world resides a vast, exotic land ruled by strange empires, and peopled by new races. Includes a 128-page DM's book, a 64-page Player Guide, a 32-page Adventure Book and four 31"x21" maps. With new character races, monsters, magic items, etc. \$35.00
HWA2 Nightrage An army of Dark Elves, with armour impervious to swords & spears, are set to conquer Hollow World. Salvation lies in eternal Nithia, past the trackless caverns beneath the World's spine. \$18.00
HWA3 Nightstorm An approaching cataclysm threatens Hollow World, the Immortals who can defeat it have vanished. Within the Temple of Eight Sweet Winds, in a land of elephants & shapeshifting assassins, lies the secret of the mysterious Emerald River, & the chance to find the Immortals. For levels 8-10. \$20.00
HWQ1 The Milenian Scepter The revered Milenian Emperor dies suspiciously, and his squabbling heirs threaten to start a civil war over control of his ruling scepter. For character levels 6 to 8. \$20.00

HWR1 Sons of Azca The Azcans are Hollow World's most feared & dangerous race. This supplement details their culture, religion, magic, society & geography. Includes adventures plus a map. \$22.00
HWR2 Kingdom of Nithia Describes a legendary nation ruled by powerful pharaohs, a changeless culture renowned for its pyramids and stories of sky chariots. Includes Nithian character classes. \$22.00
HWR3 The Milenian Empire Once a great nation in the Known World, the Milenians are now a Hollow World empire of philosophers, oracles, architects & mighty legions who elect their own Emperor. Due to an abundance of secret societies, this is a land rife with intrigue & conspiracies. \$22.00

D&D GAME ACCESSORIES

DDREF1 Character Record Sheets New character record sheets for the revised D&D. \$18.00
DMR1 Dungeon Master's Screen Standard format, updated to include the new Rules Cyclopedic, and containing a 32 page adventure: *Escape from Thunder Rift*. \$22.00
DMR2 Creature Catalog 128 pages of new & updated critters. Due April. If TSR are serious about this collection of hero-fodder then it should be competently illustrated, unlike previous attempts! \$35.00
PC1 Tall Tales of the Wee Folk Complete details on fairy creatures & other woodland beings. Covers legends, cultures, attitudes, adventures, woodland magic & new Player Character races! \$20.00
PC2 Top Ballista Allows aerial creatures to be used as new Character races. Includes a guide to the Gnome's Great Flying City, the lampus Top Ballista flying squadron plus rules for airborne combat. \$20.00
PC3 The Sea People Explores the kingdoms beneath the Sea of Dread, and has intelligent sea-dwelling critters as alternative player-character races. Includes campaign material, with a great map. \$20.00

D&D NOVELS - \$11.00 per title

Penhaligon Trilogy
 1: The Tainted Sword
 3: The Fall of Magic (due Oct)

2: The Dragon's Tomb (due April)

ADVANCED DUNGEONS & DRAGONS

FANTASY A bunch of people sit around a table, scoffing junk food, screaming deliriously with every '20' rolled, and generally trying to kill everything that moves & hoarding loot! By TSR.

CORERULES

Player's Handbook 2nd Ed. Rules for character creation & non-weapon proficiencies, to combat resolution & treasure types, plus complete spell descriptions & schools of magic. 256 pages. \$40.00
Dungeon Master's Guide 2nd Ed. Explains every necessary detail (and some that aren't) for successful campaign play, from encounters & weather, to poisons & encumbrance. 192 pages. \$36.00
MC1 Monstrous Compendium Vol.1 A large binder featuring 144 pages of classic AD&D monsters. Each entry is illustrated & described in detail. Colour diagrams are provided. \$40.00
MC2 Monstrous Compendium Vol.2 144 pages of extra monsters, with an index. \$30.00
MC8 Creatures of the Outer Planes Features an array of powerful otherworldly entities, both lawful & evil - includes the demons & devils that TSR were too craven to put into MC1 & MC2! \$27.00
MC14 Fiend Folio Compendium Beasts from the old Fiend Folio, plus some new stuff. \$22.00
MCC1 Monstrous Manual 384 page hardback book containing selected critters from MC1, MC2 & a few others. Some updated material plus colour illustrations. Gee thanks TSR... due July. \$55.00
Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. \$40.00

ACCESSORIES-COREMATERIAL

Book of Artifacts 160 page hardback describing a wealth of magical items. Includes information on how to create artifacts so that megalomaniac players can wield ludicrously powerful trinkets! Due Oct. \$45.00
Magic Encyclopedia Vol. 1 An illustrated index of common & bizarre magic items that have appeared in books, modules and magazines over the years (both current & out of print products). \$22.00
Magic Encyclopedia Vol. 2 Continues the list above; each entry includes brief description, illustration, original page ref. & GP value. Features a woman with big breasts on the cover for the boyz! \$22.00
REF1 DM's Screen 2nd Ed. A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps, horde all the best bits of junk food, or cheat like hell with dice rolls! Includes a 16 page mini-adventure (for level 5-8). \$16.00
REF2 Character Records 25 character sheets, 13 spell logs, plus a guide to PC-generation. \$18.00

ACCESSORIES-CAMPAIGN MATERIAL

Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large colour maps suitable for miniatures, cardstock figures, player handouts, and loads of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the steamin' crap out of 'em and steal the loot! Due May. \$55.00
DMGR1 Campaign Sourcebook A damn good DM's primer, highly recommended as a beginner's companion to the DMG, however a few of the articles are a bit pretentious and/or patronising. Should stop megalomaniac DMs from killing your characters when you leave the room to have a piss! \$30.00
DMGR2 The Castle Guide Details the feudal setting, politics, churches, social classes, taxes, Knighthoods, tournaments, types of castles, castle construction (time, cost, work seasons, etc), unusual castle designs (keeps, forts, citadels, strongholds, etc), siege warfare (mining, starvation, etc), etc. \$30.00
DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost and correct application, plus lots of nifty illustrations. \$30.00
DMGR4 Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblins (Orcs, Goblins, etc), Underdark races (the Drow, Illithids, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. \$30.00
DMGR5 Creative Campaigning Nifty book that covers alternative campaigns & adventure ideas, freestyle playing, handling unexpected situations (like your sister just turned Born Again, and she burns all your books 'cause their devil worship, just as Flash the Paladin was going to



marry the buxom Amazon Queen and thus inherit the +5 Holy Avenger sword of Instant Decapitation!), and more - worthwhile! \$30.00
HR1 Vikings 96 page sourcebook for Norse campaigns. Includes details on Rune magic, classic monsters, Viking culture, historic background, sample floorplans & longship deckplans, treasure, etc. \$30.00
HR2 Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. A sturdy campaign of the dawn of chivalry. \$30.00
HR3 Celts Campaign Sourcebook A rich description of a variant historic/fantasy campaign setting. Includes character gifts, part Sidhe or Fomorian characters, Heroic Feats (skills), magical places, traditional monsters, equipment, weapons, Celtic culture & society, forts, and geographic notes. Great! \$30.00
HR4 A Mighty Fortress A variant campaign set in 1550 to 1650 Europe - a time of great religious strife and civil wars, but where swashbuckling heroes could chance all for fame and fortune! \$30.00
HR5 Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. Due Nov. \$30.00
Legends & Lore 2nd Ed. Covers the mythologies of the American Indians, Arthurian England, Aztecs, Celts, Chinese, Egyptians, Ancient Greeks, Indians, Japanese, Newthorn (Lankmar) & the Norsemen. Includes avatars, Clerical powers & temples. Designed for the creation of campaign deities. 192 pgs. \$40.00

ACCESSORIES-PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cute! \$40.00
CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. \$40.00
Deck of Magical Items Monty-haul campaigners rejoice! Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! Due April. \$45.00
PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker, etc), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, new weapons, variant armor, & more! 124 pages. \$30.00
PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! \$30.00
PHBR3 Complete Priest Handbook Features the basic premises of Clerics & pantheons, complete guide designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. \$30.00
PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. \$30.00
PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoporation, Telepathy, & Metapsionics! 128 pages. \$30.00
PHBR6 Complete Dwarves Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. \$30.00
PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! \$30.00
PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, extra proficiencies, the Blade-song fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, windrider, bladesinger, etc), and more! 118 pages. \$30.00
PHBR9 Complete Book of Gnomes & Halflings Further details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins. This 128 page softcover helps to promote character development & enrich the game environment. Details later. \$30.00
PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Due May. \$30.00
PHBR11 Complete Ranger's Handbook Will feature heaps of nifty player information, plus campaign ideas for the DM. More details will be provided when it arrives, in January 1994. \$30.00

ACCESSORIES-MISCELLANEA

1993 Collector Cards Factory Set A "must for serious game

players and collectors" sez TSR - seems like hardcore fanboy stuff to me! Includes 495 "investment-quality cards". Due Dec. \$65.00

1993 Dragonance & Other Worlds Calendar A selection of the year's best artwork from the TSR staff. Includes assorted bimbos, biceps popping warrior-types & various critters. Due June. \$25.00

1993 Women of Fantasy Calendar TSR's drooling entourage of artists flex their talents on this collection of generously proportioned viragos almost wearing chainmail bikinis. Due June. \$25.00

Cardmaster Adventure Design Deck A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting. Due July. \$45.00

Castles Details a major castle from the Dragonance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battleground rules & a mess of 25mm cardboard cutouts. \$50.00

GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WG2, WG3, and the Castles box set - ideal for street scenes. \$38.00

GR2 Dungeons of Mystery A collection of 25mm cardstock dungeon floorplans, featuring over 40 pre-designed rooms. Creates a fairly unconvincing three-dimensional environment for miniatures. \$40.00

GR3 Treasure Maps Features 32 colour maps, with both a DM's & a suitably vague players' versions. A brief scenario suggestion is provided for each. Great idea - could be used with any fantasy RPG! \$25.00

REF6 Rogues' Gallery A collection of ready-made NPCs, representing an array of character classes and fantasy personalities, both banal and sublime. Contains 96 loose leaf, illustrated pages. \$26.00

DARK SUN

DARK SUN CAMPAIGN MATERIAL

DARK SUN Welcome to Athas, a bleak desert realm where metals are scarce, and magic consumes the cruel land's very essence. This excellent dark fantasy campaign world features 3 new PC races (the Muls, insectoid Thrif-kreen & Half Giants), 3 new PC classes (Gladiator, Templar & Deffier), plus high ability scores, ect. Includes an adventure, and various maps. Note - requires *Planar Handbook* to play! \$40.00

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Deffiers can transform into Dragon! Also covers army lists, special war vehicles (Cliff Glider, giant Under War Beetle, etc), high-level Psionics, Illusionist magic for Rogues, some extra monsters, over 90 new spells & psionic devotions, ect. \$40.00

MC12 Dark Sun Monsters A collection of desert beasts, most of whom possess psionics. \$25.00

The Ivory Triangle A box set that unleashes a grueling conflict fought between the mighty city-states of Gulig & Nibenay. The lands & populace are described in detail, with adventures. Due June. \$45.00

CGR1 Complete Gladiators Handbook A 128 page sourcebook detailing the gladiator's lifestyle (or lack thereof!), fighting techniques, special skills & weapons, schools, and more. Due July. \$35.00

DSR1 Slave Tribes Beyond the city-states, hidden in the vast wastelands of Athas, tribes of ex-slaves roam poisoned deserts, plundering caravans & defying the savage rule of sorcerer-kings. \$22.00

DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cunning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. \$22.00

DSF3 Veiled Alliance Describes the extensive secret societies of goody magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. \$22.00

DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shrieking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! \$22.00

DS51 City-State of Tyr This 96 page sourcebook delves into the secrets of Dark Sun's most powerful city-state, where bickering nobles & armies of former slaves vie for control. Due Aug. \$25.00

DS52 Earth, Air, Fire & Water Reveals the secrets of elemental magic. Includes new spells & abilities, plus the important roles clerics, druids & templars have in Dark Sun. Due Oct. \$25.00

DS53 Elves of Athas Dark Sun's breed of Elves are 7 foot tall desert savages who rule vast tracts of wasteland, and whose sense of honor & fair play is nonexistent! 96 page sourcebook, due Nov. \$25.00

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will heed the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! \$25.00

DSM1 Black Flames An emerging dragon coerces the players into helping it ward off its many enemies as its powers begin to mature. More details later. For levels 3-5. Due April. \$30.00

DSM2 Merchant House of Amketch Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8. Due Sept. \$30.00

DSM3 Marauders of Nimeney Two cities fight a war that seems without end. When the players get snared in the infinite blood-letting, only careful diplomacy can save them. For levels 5-8. Due Dec. \$30.00

DSQ1 Road to Urik Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. \$25.00

DSE1 Dragon's Crown A 5-book, 2-map "super-module" wherein

our heroes must traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. \$55.00

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. \$25.00

DSQ3 Aetolian Gambit In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulig. \$25.00

DARK SUN NOVELS - \$11.00 each

Prism Pentad
1: Verdant Passage 2: Crimson Legion 3: Amber Enchantress
4: Obsidian Oracle (Due June) 5: Cerulean Storm (Due Sept.)
Tribes of One Trilogy
1: The Outcast (due Dec. '93) 2: Due early '94...

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Updates the older version by including details on godly interventions, a Mongol invasion, the discovery of the New World, various small wars, ect. Includes four maps & new monsters. More data later, due July. \$70.00

Horde Sourcebook of the Endless Wastes, a barren & desolate land swept by bitter winds. These eternal steppes are home only to the hardy, nomadic horsemen. Led by a cruel Emperor these barbarian tribes have become a vast army, and now look towards the Forgotten Realms with ambitions of conquest. Includes two 64 page encyclopedias, four large color maps, plus a heap of player handouts. \$45.00

Forgotten Realms: City System A guide to Waterdeep: revealed in all its splendor - a city where heroes can rest or seek new adventures. Includes twelve 21"x32" maps and a 32 page guidebook. \$35.00

Maztica Explore the frontier beyond the Shining Sea - a new world of Aztec & Mayan-like cultures presided over by brutal, bloodthirsty gods. This vibrant, primitive setting features 4 extra PC classes (Eagle Knights, Jaguar Knights, plumaweavers & hishnashapers), as well as new spells, magical items, deities, proficiencies, ect. Includes a 96 page Player's book, a 64 page DM's book, and 4 large maps. \$45.00

Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: The City (details streets & districts, customs, daily life, ect.), The Houses (describes the 18 ruling houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, ect! \$60.00

Ruins of Undermountain The guttock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! \$40.00

Ruins of Myth Drannor Another four-map "super-dungeon" - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. I christen these "Son of Ruins of Undermountain". \$45.00

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! \$20.00

MC11 FR Monstrous Appendix Another bunch of new critters from the Forgotten Realms. \$22.00

FR7 Hall of Heroes Complete personal histories & game statistics for all the major characters introduced in all the Forgotten Realms novels. Includes magic and non-human source material. \$22.00

FR8 Cities of Mystery Contains 12 street maps and thirty-three 25mm card-stock buildings. \$35.00

FR9 The Bloodstone Lands Details the wild barbaric kingdoms of Vaasa and Damara - proud and haughty nations that were hacked from frozen rock and forged in the blood of conquest. \$20.00

FR10 Old Empires Describes the ancient desert lands renowned for their buried god-kings & cruel pharaohs, strange magicks, lost tombs and arcane temples - hearty fare indeed for adventurers! \$20.00

FR11 Dwarves Deep Dwarven sourcebook covering spells of earth & fire, rare magical items, Dwarven runes, clans & priesthoods, the adventuring brotherhoods, Dwarven half-breeds, powerful High Old Ones, special metals & alloys, the lore of beards, the Great Rift, the Depths, the Lost Kingdoms, and more! \$20.00

FR12 Horde Campaign A 64 page overview of the Empire War, concentrating on the warriors from all the major engagements - detailing their formations, history, costumes, tactics, ect. \$25.00

FR13 Anauroch A complete overview of the great sprawling desert of Anauroch - including campaign material on the ancient empires that despise the manichian nations, and whose power is waning. \$20.00

FR14 Great Glacier Describes the nomadic Ulutun tribes, the sun-bathing arctic Dwarves, hardy sled-creatures, unique monsters, how characters can survive in a sub-zero environment, & much more. \$22.00

FR15 Gold & Glory A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, ect. Includes colour plates & maps. \$25.00

FR16 The Shining South Describes a series of new countries & cultures, including the magical king-dom of Halruaa and the Halfling nation of Lurien. 96 pages. More details later, due May. \$25.00

FRS1 The Dalelands Describes the heartlands of the Forgotten Realms, comfortable refuge for many unique characters (such as Elminster), and an ideal home base for characters. Due Nov. \$22.00

FOR1 Draconicon 128 page Dragon reference. Includes psychology, magicks, treasures, traps, tricks, ect. Features Dragon roleplay in campaigns, and a collection of mini adventures. \$30.00

FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, ect. \$30.00

FOR3 Pirates of the Fallen Star Includes details on character-classes, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. \$33.00

FOR4 Code of the Harpers 128 page guide to a secret society of adventurers & various authorities dedicated to the eradication of evil. Includes notes on character members. Due Sept. \$35.00

Forgotten Realms Atlas A 176 page book that features the Eastern Realms, the Hordelands, the Moonshae, Icewind Dale, major cities, and places of interest (like Conwail Keep & Denlor's Tower). \$35.00

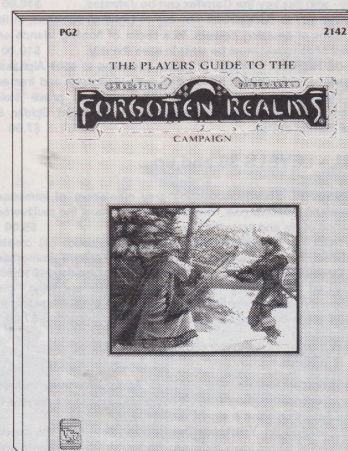
Forgotten Realms Adventure Book 160 page sourcebook covering the Forgotten Realms in the Post-Avatar era, specialty Priest, the Realm's 32 major deities, elemental & beast cults, schools of magic, magic sigils, 81 spells of the Realms, 24 Heartland cities (with maps), social titles, secret societies (the Harpers, the Zhenitarn & Red Wizards of Thay), unique treasures, the use of firearms, and more! \$40.00

PG2 Player's Guide to the Forgotten Realms A 128 page tour of the nations and inhabitants of this popular campaign world. More details when this product arrives down under. Due Dec. \$35.00

Aurora's Whole Realms Catalog A 160 page illustrated catalogue of adventurer's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. \$16.00

Volo's Guide to Waterdeep A 84-sized guide to the City of Splendors - 240 pages covering ghostly sightings, undiscovered treasures, bizarre menus, romantic sites, shops, taverns, craftsmen, ect. Includes floorplans & a colour fold-out map. An ideal companion for prolonged campaign play. \$20.00

Volo's Guide to the North Our wandering tourist takes us to Neverwinter, Silvermoon, the Icewind Dales, Helgate Keep, ect. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, ect. 240 pages, B4 format. Due Dec. \$22.00



FORGOTTEN REALMS ADVENTURE MODULES

FMA1 Fires of Zatal A reborn God of War thirsts for blood and conquest. This megalomaniacal bad-ass can only be stopped by trekking thru the Maztica jungle and completely destroying a volcano! \$20.00

FMA2 Endless Armies An ancient lost city conceals a deadly secret held safe by an army of giant ants, and other inhuman guardians. Now a cultist leader wants her followers to doggy-do. \$13.00

FMQ1 City of Gold Like flies to doggy-do, a cursed city rumored to be wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Felish magic! \$22.00

FRA1 Storm Riders For use with the Horde boxed set. Our lucky characters must discover the whereabouts of a feisty Mongol princess, who was unfortunately kidnapped by horse-soldiers belonging to a vast barbarian army intent on invasion! Brute strength alone will not suffice to solve this adventure. \$18.00

FRA2 The Black Courser The search for the princess must continue, despite distractions from a mysterious magical black stallion, devious assassins, and fierce nomadic horsemen. Sounds fun! \$18.00

FRA3 Blood Charge Both the magical black stallion and the elusive princess have been captured by the barbarian horde - stealth & guile are the keys to success, so what are adventurers doing here? \$18.00

FRQ2 Curse of the Azure Bonds The characters arise from sleep with an elaborate blue tattoo covering each of their sword arms. They must discover the source & meaning of them. 96 pages. \$20.00

FRE1 Shadowdale Reduced to mere mortals (but they'd still kick your ass pal!) the Realm's very Gods seek their salvation in a quest for the lost Tablets of Fate. Nature itself revolts at these epochal events, & only the wizard Elminster can help the characters make any sense of it all. \$14.00

FRE2 Tantara The quest for the first Tablet of Fate begins, but Elminster's mysterious death, an array of preternatural hazards, and vile treachery screw-up the characters plans for a quick ending. \$14.00

FRE3 Waterdeep The discovery of the final Tablet of Fate will save the Realms from a fallen deity's wrath. But other menacing entities also seek the artifact for their own nefarious, malign designs. \$14.00

FRM1 The Jungles of Chult Shipwrecked adventurers must trek thru a mysterious jungle realm where reside tribes of elusive hunters & shambling dinosaurs. For levels 5-8. Due June. \$22.00

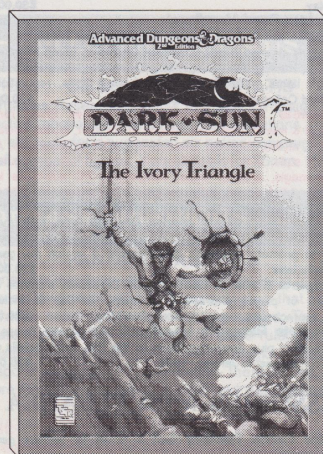
FRQ1 Haunted Halls of Eveningstar A beginner's module that explores the old Realms north of Cormyr - a desolate region renowned for its terrifying ghosts, and ancient crypts filled with royal loot! \$15.00

FRQ2 Hordes of Dragonspear The ruins of ancient Dragonspear Castle conceals a portal to the sinister planes, from which now roam a growing army of fiendish monsters to terrorise the locale! \$15.00

FRQ3 Doom of Daggervale A party of novice adventurers must save Daggervale valley from the terrors unleashed by a mage-lord's ancient crypt. Due Oct. Introductory module for levels 1-3. \$16.00

FORGOTTEN REALMS NOVELS - \$11.00 each title

The Moonshae Trilogy
1: Darkwalker on Moonshae 2: Black Wizards 3: Darkwell
Finder's Stone Trilogy
1: Azure Bonds 2: The Wyvern's Spur 3: Song of the Saurials



Icewind Dale Trilogy

- 1: The Crystal Shard 2: Streams of Silver 3: The Halfling's Gem
Avatar Trilogy +1
 1: Shadowdale 2: Tantras 3: Waterdeep 4: Prince of Lies* (due Aug.)
 * Continue the saga of the Avatar Trilogy characters.

The Dark Elf Trilogy

- 1: Homeland 2: Exile 3: Sojourn

Another Dark Elf Trilogy

- 1: The Legacy (softcover Oct.) - \$12.00 2: Starless Night (hardback due Oct.) - \$55.00

Melzica Trilogy

- 1: Ironhelm 2: Viperhand 3: Feathered Dragon

Empire Trilogy

- 1: Horselords 2: Dragonwall 3: Crusade

Harpers Series 7 INDEPENDENT TITLES

- 1: The Parched Sea 2: Elshadow 3: Red Magic 4: The Night Parade
 5: The Ring of Winter 6: Crypt of the Shadow King (due April)
 7: Soldiers of Ice (due Dec.)
The Druidhome Trilogy
 1: Prophet of Moonshae 2: The Coral Kingdom 3: The Druid Queen
The Cleric Quintet
 1: Canticle 2: In Sylvan Shadows 3: Night Masks
 4: Fallen Fortress (due June)

Heroes of Phlan 3

- 1: Pool of Radiance 2: Pools of Darkness 3: Pool of Twilight (due Nov.)

Miscellaneous Books

- 1: Spellfire 2: Realms of Valor*
 * An anthology of short stories featuring Drizzt, Elminster, etc.

DRAGONLANCE**DRAGONLANCE CAMPAIGN MATERIAL**

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc.). \$35.00

MC4 Dragonlance Monsters Includes another D-Ring binder (for storing Vols. #4-7), 4 dividers and 96 pages of creature information from the Dragonlance campaign - a good blend of monsters. \$35.00

Dragonlance Adventures 128 page sourcebook featuring details on the Krynn pantheon, plus stats 'n' facts on the unique races & creatures that populate the land. Also includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia & the Wizards of High Sorcery. Great value! \$20.00

Atlas of the Dragonlance World 168 pages of maps & history - from continents to buried city ruins, including The Cursed Lands, the Inn of the Last Home, pre & post-cataclysm Istar, and much more! \$33.00

Dwarven Kingdoms of Krynn A box set exploring the history, legends & society of various Dwarven enclaves, from mountain keeps, to hill communities and cavern complexes. Due Nov. \$45.00

PG1 Player's Guide to the Dragonlance Campaign 128 page guide to the geography of Krynn and the history of the Dragonlance Saga. More details later. Due Aug. \$35.00

DLR1 Otherlands Details the 'lost' lands of Krynn: Watermere: undersea home of the reclusive Dargonesti sea elves; Silecia: a jungle island dominated by a mountain range wherein dwell the Gods; and Choran: an underground nation beneath Krynn's south pole being torn apart by civil war. 96 pages. \$20.00

DLR2 Talades - The Minotaur Explores the brutish, honor-bound minotaur society of Talades. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. \$20.00

DLR3 Unsung Heroes An illustrated personal & statistical description of all the major personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. \$20.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have decided to reprint this nongamer's reference book - 256 pages of short stories, maps, recipes, songs, legends and other esoteric tidbits to tempt the truly dedicated Due Nov. \$40.00

evade the Highlord's armies whilst searching for a man bearing a strange marking, as he is deemed crucial to the Dark Queen's defeat! \$20.00
DL13 Dragons of Truth The evil Dragon Empire and noble Whitestone's desperate forces prepare for a final titanic confrontation. But ultimate victory rests with a small band of heroes who must infiltrate the Dark Queen's Inner Temple, evade Draconian sentries, and slay her before she summons help! \$16.00

DL14 Dragons of Triumph With Krynn's fate in the balance, our heroes face their ultimate test as they battle the Queen of Darkness! Features six different endings to keep the players guessing! \$20.00

DL16 The World of Krynn Four adventures: Explore Dargard Keep, Lord Sorth's vast & perilous lair. Journey into the volcanic lair of a dragon who threatens the city of Palanthus. Run a merry chase over hill & dale in search of a lost boy. Travel to far-away Mithas to save a race of bird-men from minotaurs. \$18.00

DLA1 Dragon Dawn Set in the continent of Taladas - Good Dragons of this land are being slain by a powerful entity intent on promoting the spread of evil. 'Old World' heroes must come to the rescue. \$18.00

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! \$18.00

DLA3 Dragon's Rest The lucky players must resolve a war between fierce Minotaur clans - to do this they get suckered into hunting down and destroying the enemies of both the clans! What hell this has got to do with DLA1 & DLA2 - I thought these modules had to be chronologically linked? \$18.00

DLQ1 Knight's Sword Introductory adventure for the Tales of the Lance box set - eager candidates for the Knights of Solamnia must track down Storm Brighblade's sword stolen from his crypt. \$15.00

DLQ2 Flint's Axe Introductory adventure where the characters join a search for Flint Fireforge's magical battleaxe, destroyed in combat against evil Dwarves, but now rumored to be in Hillhome. \$15.00

DL51 New Beginnings Includes a step-by-step character creation for beginners, tips on equipment (big swords are good fun!), roleplaying skills, an adventure set in Taladas, plus a spunky cover. \$15.00

DL52 Tree Lords The Silvanesti Elves return to their homeland, verdant woods now turned barren & twisted by Lorac's Orb of Dragonkind. Includes a new character class - the Kriath (Elven Scouts). \$15.00

DL53 Oak Lords The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. \$13.00

DL54 Wild Elves A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silences, where a more sinister servitude may ensnare them! \$20.00

DLT1 New Tales - The Land Reborn A series of post-DL Saga adventures - highlights include Tika's quest for her missing dad, the struggling romance between Tanis & Laurana, Goldmoon's return to Que-Shu, and more. Seems like the AD&D version of Mills & Boon! For Levels 6-16. Due Aug. \$25.00

DLT2 Book of Lairs This is a 96 page collection of short adventures designed to be played in a single evening, catering for all PC levels. Could be good, due Jan. 1994. \$25.00

DRAGONLANCE NOVELS - \$11.00 each**Dragonlance Chronicles**

- 1: Dragons of Autumn Twilight 2: Dragons of Winter Night

- 3: Dragons of Spring Dawning

Dragonlance Legends

- 1: Time of the Twins 2: War of the Twins 3: Test of the Twins

Dragonlance Tales

- 1: The Magic of Krynn 2: Kenders, Gully Dwarves & Gnomes

- 3: Love and War

Dragonlance Tales II

- 1: The Reign of Istar 2: The Cataclysm 3: The War of the Lance

DL Saga Heroes

- 1: The Legend of Huma 2: Stormblade 3: Weasel's Luck

DL Saga Heroes II

- 1: Kaz the Minotaur 2: The Gates of Thorbardin 3: Galen Beknighted

DL Saga Preludes

- 1: Darkness & Light 2: Kendermore 3: Brothers Majere

DL Saga Preludes II

- 1: Riverwind the Plainsman 2: Flint the King 3: Tanis - the Shadow Years.

DL Saga Villains

- 1: Before the Mask (due April) 2: The Black Wing (due Sept.)

- 3: Emperor of Ansalon (due Dec.)

Elven Nations Trilogy

- 1: Firstborn 2: The Kinslayer Wars 3: The Qualinesti

Dwarven Nations Trilogy

- 1: Covenant of the Forge 2: Hammer & Axe (due July)

- 3: The Swordweath Scroll (due Jan. 1994)

Meetings Set

- 1: Kindred Spirits 2: Wanderlust 3: Dark Heart 4: The Oath & the Measure

- 5: Steel and Stone 6: The Companions

GREYHAWK**GREYHAWK CAMPAIGN MATERIAL**

Greyhawk Adventures 128 page campaign companion detailing the world's 12 deities and their Clerics, 13 new monsters, a Hall of Heroes, 106 spells from the major Greyhawk wizards, assorted magic items, descriptions of Oerth's more unusual geography, 6 adventures, plus zero-level characters. \$30.00

City of Greyhawk One of the best fantasy cities made! This set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps (depicting a strategic area map, an inhabited DM's map, a DM's secret-passages map, and a terrific isometric players map), and 23 mini-scenario cards situated in this superbly detailed urban environment. Great! \$36.00

From the Ashes Boxed supplement exploring Greyhawk after the wars - describing the new political boundaries, alliances, forces, etc. With 2 maps & two 96 page books, more details next catalogue. \$45.00

Greyhawk Wars For details refer to the Fantasy Wargames section of this catalogue. \$45.00

MC5 Greyhawk Monsters 64 pages of beasts from the Greyhawk (& Fiend Foli) campaign. \$18.00

WGR4 Marklands 96 page sourcebook on Fyryondy, Nyronid, the Highfolk & Veeve Forest - all goody nations battered by the Greyhawk Wars, beset by internal strife, & bullied by evil neighbours. \$22.00

GREYHAWK ADVENTURE MODULES

T1-4 Temple of Elemental Evil Here we have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters all the way up to the dizzy heights of 8th level! This is real Roll-Playing in all its portal-kicking, monster bashing & coin-counting glory! \$35.00

WG8 Fate of Istus A dread plague has enveloped Greyhawk, a party of adventurers must travel the length & breadth of the land seeking an explanation & a cure. This is no ordinary plague, but one that seems like a punishment (or a test) meted out by some greater power. \$22.00

WG9 Gargoyles Two gargoyles have their wings stolen in their sleep! In desperation they employ a group of heartily amused adventurers to help them recover these vital pinions. For levels 1 to 4. \$12.00

WG10 Child's Play A very funny beginner's module. The Queen of Rhesdain's reign is being usurped by young nobles. To stop them she needs to find her great-grandfather's tomb, whose location only her grandmother knows about, but she's become a recluse. The Queen's

champion, who is a reputable Ranger, would be able to track the Queen's grandmother down, be he's disappeared as well. I'm confused! \$12.00
WG11 Puppets The characters start by beating up an evil Leprechaun in Gnarley Wood, then they move on to the Free City of Dyvers, where a series of strange burglaries are plaguing the populace. \$12.00

WG12 Vale of the Mage Vile monsters emerge from the Vale's sinister depths, stalking the land with murderous intent. Whoever, or whatever, is responsible for these incursions must be confronted. \$18.00
WGA1 Falcon's Revenge A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its eventual discovery, and subsequent destruction. Includes 25mm cardstock buildings. \$18.00

WGA2 Falconmaster The leader of the evil cult that threatens Greyhawk City has disappeared, and officials want her captured before she gathers her strength. Includes more 25mm card buildings. \$18.00

WGA3 Flames of the Falcon Residents flee the city as terrible events continue to wreck havoc. Our evil cult leader is still at large, and her undead minions will soon join all the fun! For levels 5 to 7. \$18.00

WGM1 Border Watch The battered nations of Nyronid & Fyryondy struggle to maintain their frontiers as armies of humanoid conduct frequent raids from the north. For levels 1-3, due Aug. \$16.00

WGS2 Howl from the North The Blades of Corusk must be returned to the forges of a northern city ruin where they were originally forged, despite some aggravated attention from a barbarian horde. \$20.00

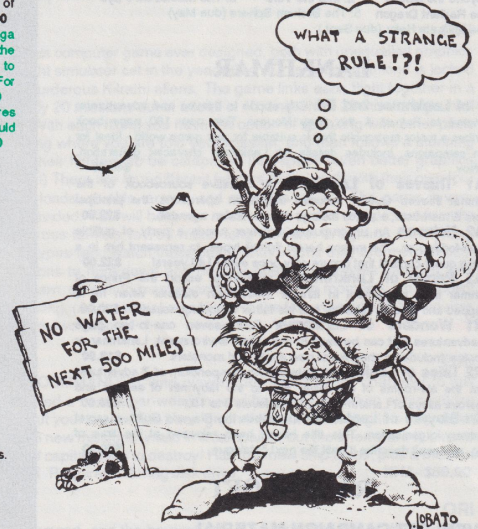
WGQ1 Patriots of Ulek Adventurers are needed to defend the Principality of Ulek from a deepot's massed humanoid horde, and to unravel a simmering conspiracy. Lots of fighting, for levels 1 to 4. \$15.00

WGR2 Treasures of Greyhawk A 96 page anthology of 14 mini-adventures, both urban and wilderness based. For levels 4 to 18. Ideal for a pleasant evening of plunder and violence. \$22.00

WGR3 Rary the Traitor Rary of the Circle of Eight, corrupted by the ways of evil, slew 2 of his fellow mages and fled to a desert fortress in the desolate Brass Hills, where he now plots further strife. \$20.00

WGR5 Iuz the Evil Explores Iuz the Old's empire built on terror & conquest. Includes details on his fiendish armies, the lands under his rule, the vast dungeons beneath Doraka, etc. Due April. \$25.00

WGR6 The City of Skulls A stealthy band of adventurers must traverse the evil empire of Iuz, venture into the dark streets of the capital city Doraka and infiltrate the palace within. Due June. \$22.00

**SPELLJAMMER****SPELLJAMMER CAMPAIGN MATERIAL**

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe; and secondly it's an ideal break from the normal hack 'n' slash.

SPELLJAMMER Widespace - a multi-hued ocean speckled with a multitude of diverse worlds, each a lure to brave merchants, pirates and adventurers intent on exploration, and a bit of exploitation! Includes campaign details, lots of strange vessels, the spacefaring races, new monsters, 3 of the known spheres (solar systems), spells, combat, etc. Contains two books (both 96 pages) and four 21"x32" maps. \$36.00

Legend of Spelljammer Explores the awesome Queen of Widespace - a living city-ship of truly heroic proportions where a multitude of spacefaring races form interactive cliques. This is a majestic encounter for jaded adventurers. Details structure, personalities, abilities & secrets. With two 32"x21" floorplans. \$45.00

War Captain's Companion Tactical ship to ship combat rules with a War Captain's Guide (new characts, magical items, ship design, war fleets & shipyard bases), a Ship Recognition Manual (detailing 99 types of vessel), a Combat rulebook (covering ramming, boarding, magic use, debris, heroes, monsters, etc), two 21"x32" starmaps, a comparative ship-size chart, plus a collection of colour counters. \$45.00

The Astrumundi Cluster A box set exploring an endless asteroid field wherein high empires & undiscovered civilisations flourish on lush moons & warped worlds. Includes 2 maps. Due Aug. \$50.00

CGR1 Complete Spacefarer's Handbook Includes notes on Grounding characters in space, 9 new spacefaring character races (Giff, Sor, Lizard Men, etc), 20 PC kits (sub-classes such as merchant, marine, astronomer, astrologer, diplomat, missionary, privateer, & salvager), new equipment & proficiencies, ship & cargo logistics, spacefaring organisations, campaign play, castle design, and more. 128 pgs. \$30.00

MC7 Spelljammer Monsters Details all the strange critters that inhabit the void. \$18.00

MC9 Spelljammer Monstrous Appendix More monsters from the realms of Widespace. \$22.00

SJR2 Realmspace Details the solar system wherein the Forgotten Realms reside. Includes campaign data on Selune, the Beholder planet, Elminster's Hideout, plus adventures & new vessels. 96 pages. \$22.00

SJR3 DM's Reference Screen Standard 3-panel DM's screen with lots of tables & charts. \$18.00

SJR4 Practical Planetology Features 15 unique planets, all exotic & mysterious, including island neocracies where undead nations from a destroyed planet reside, an Etreel city of eternal flame, a world where Mithril Dragons fly over lakes of molten tin, and more. Introduces 10 new monsters too. \$20.00

SJR6 Greyspace A 96 page sourcebook for the Crystal Sphere wherein Oerth (AKA Greyhawk) resides, includes data on 11 other worlds, spacefaring companies, starborn predators, adventuring groups, explorers' societies, interplanetary pirates, 3 new monsters, magic items, and lots of

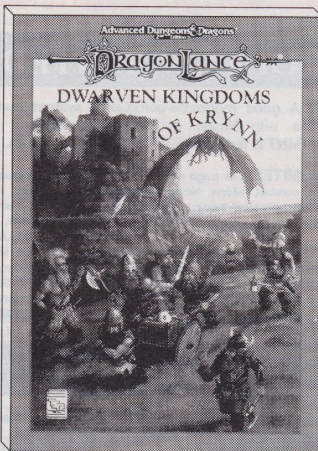
DRAGONLANCE ADVENTURE MODULES

DL2 Dragonlance Classics Vol. 2 This 128 opage module replaces DL6, DL7, DL8 & DL9. Our heroes journey to haunted Ergoth Island, populated by Elven refugees. Their next stop is at the High Clerist's Tower where, with bickering Solamnic Knights as allies, they must defeat a Draconian army. Finally they must sneak into the Dark Queen's realm to save the Good Dragons from a hideous fate! \$12.00

DL10 Dragons of Dreams Silvanesti, the ancient Elven homeland once famed for its serene beauty, has been twisted into a realm of horror by the sinister forces, forcing the Elves to flee in terror! \$35.00

DL11 Dragons of Glory Recreates the entire Dragonlance campaign in a moderate complexity board-wargame. Components include two 32"x21" colour maps of Ansalon, 340 counters representing the armies of Whitestone and the evil Dragonlord, multiple scenarios, and a comprehensive history. \$40.00

DL12 Dragons of Faith Trapped behind enemy territory, the PCs



ally quotes!

SJR7 Krynnpace On Krynn the art of spelljamming is just beginning to stir - for brave adventurers new worlds, stellar islands, and the mysterious black clouds await exploration. Includes adventure hooks, the Gods of Krynnpace, Tiker Gnomes, new magical items & monsters, spacefaring companies, etc. **\$22.00**

SPELLJAMMER ADVENTURE MODULES

SJA1 Widspace The kingdom is free of marauding monsters, despoiled dragons & evil enchanters - the heroes responsible for this slice of utopia are VERY bored indeed! Until an anchor suddenly falls on the town square, its heavy chain mysteriously leading skyward. Welcome to the Skyrunner... **\$18.00**

SJA2 Skull & Crossbones The players become bounty hunters, with letters of marque from their liege they go in search of pirates - along the way meeting Thri-kreen crusaders, Illithids, Drow, ect. **\$18.00**

SJA3 Crystal Spheres The characters, rescuing a vessel from pirates, uncover a supernatural force that suddenly propels them into a war against darkness that involves 4 unique crystal spheres. **\$18.00**

SJA4 Under the Dark Flot A n intergalactic war is unleashed - 12 spheres of Emperor Vulkaran the Dark prepare to invade the realms of Greyspace, Krynnpace & Realspace. For levels 10 to 14. **\$20.00**

SJQ1 Heart of the Enemy Set in the 2nd Unhuman War - an advanced race of Orcs called the Soro have discovered a weapon of awesome destruction (shades of Death Star folks), but the key to unlocking its power is missing. A party of adventurers are hired by Elves to find the key before the evil Soro do. **\$22.00**

SJR1 Lost Ships A collection of short adventures featuring drifting derelicts, enigmas built by long-dead races, etc. Includes new monsters, spells & rules, plus extra vessels & equipment. 96 pages. **\$20.00**

SJR6 Space Lairs An entertaining selection of encounters & lairs for Spelljamming campaigns, each of these mini-adventures can be slotted into existing adventures. Good value. Due June. **\$22.00**

SJS1 Goblin's Return A millennia ago a Goblinoid empire ruled the Crystal Spheres. Now with the aid of ogre legions and a powerful magical entity the war for control of Widspace begins anew. **\$20.00**

Spelljammer Novels - \$11.00 each title

Cloakmaster Cycle

1: Beyond the Moons 2: Into the Void 3: The Maelstrom's Eye

4: The Radiant Dragon 5: The Broken Sphere (due May)

6: The Ultimate Helm (due Sept.)

LANKHMAR

City of Lankhmar 2nd Ed. City abode to thieves and adventurers; the home to Falhed & the Gray Mouser. This new 160 page book describes a major metropolis that is suitable for any game world - ideal for urban campaigns. Includes details for Lankhmar character generation. Due Nov. **\$40.00**

LNA1 Thieves of Lankhmar A definitive sourcebook of the Lankhmar thieves' Guild - includes details on operations, the principal officers & members, a shady history, and its hidden agendas. **\$22.00**

LNA2 Nehwon An unscrupulous sorcerer needs a party of glibbie cannon-fodder, er... he means heroic fighter-types, to represent him in a grueling quest-contest that occurs only once every 140 years! **\$22.00**

LNA3 Prince of Lankhmar A mission to escort the Prince of Lankhmar from his school in Iltmar meets with disaster when he is kidnapped and held for ransom, and his father is not impressed! **\$20.00**

LNR1 Wonders of Lankhmar Forty-seven one-to-two page mini-adventures that can be used in any urban environment. Lankhmar or otherwise. Includes a short list of new spells and monsters **\$18.00**

LNR2 Tales of Lankhmar Entertaining compendium of 7 adventures - from the ale-rooms of the Silver Eel, to the labyrinthine of sewers and dangerous alleys of Lankhmar alleys. For levels 3 to 10. **\$20.00**

LNO1 Slayars of Lankhmar Describes the Slayar's Guild, a secret mercenary organisation. This title hasn't been released at the time of typing, so I can't describe it until the next catalogue. **\$20.00**

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

Ravenloft A fantasy campaign setting with rich overtones of horror. This box set includes a 144 page rulebook (covering the Demiplane of Dread, redesigned character classes, Fear & Horror checks, Werebeasts, Vampires, curses, gypsies, fortune-telling, altered spells, magic items, the lands & islands of terror, the Dark Lords, bloodlines, DM's guidelines & new monsters), four 21"x32" maps, ect. **\$40.00**

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. **\$22.00**

MC16 Ravenloft Appendix More campaign critters, including unique undead. Due Dec. **\$25.00**

Forbidden Lore Covers peonics, madness, sciences & devotions, new spells & magical lore, expand-ed rules for curses with campaign notes, the role of secret societies, details on the Vistani - the masters of prophecy & fortune telling, and more. Includes a deck of fortune-telling cards & sets of runic dice! **\$40.00**

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demense, special abilities, and spectacular powers. **\$22.00**

RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, ect. **\$22.00**

RR4 Islands of Terror Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace. **\$22.00**

RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, ect. **\$22.00**

RR6 Van Richten's Guide to the Lich Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters! **\$25.00**

RR7 Van Richten's Guide to Werebeasts Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Due Aug. **\$25.00**

RAVENLOFT ADVENTURE MODULES

Castle Forlorn A "super-module" that allows the players to get lost in the labyrinthine rooms & corridors of Ravenloft's most terrifying locale. Includes richly detailed 3-D maps. Due Oct. **\$45.00**

RA1 Feast of Goblins A horde of pugnacious Goblins invade a Vampire's demense - in exchange for some magical trinkets the readily agreeable characters are asked to dispose of the little buggers. **\$20.00**

RA2 Ship of Horror From the mists comes a haunted ship whose cursed captain takes the players to the realm of Ravenloft, on an island where a necromancer has created a new breed of undead. **\$20.00**

RA3 Touch of Death In the burning wastelands of Har'Alkir an ancient mummified priest plots to usurp the power of his undead lord, enslave the desert tribes, & turn to zombies those who oppose him. **\$13.00**

RM1 Routs of Evil The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azalin the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12, due May. **\$25.00**

RM2 The Created By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. For levels 5-8, due June. **\$16.00**

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakhasa - evil masters of illusion & shapeshifting. For levels 8-12, due July. **\$22.00**

RM4 House of Strahd A second edition reprint of the classic RAVENLOFT module, this 64 page book features a tougher villain, new plot twists & expanded details. For levels 9-12, due Sept. **\$22.00**

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thank's TSR! Due Jan. '94 **\$22.00**

RQ1 Night of the Walking Dead Set in a zombie-infested swampland, players must unravel the mystery behind a string of murders & disappearances in a village plagued by ambient undead. **\$13.00**

RQ2 Thoughts of Darkness Bluespur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an Illithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. **\$20.00**

RQ3 From the Shadows An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. **\$20.00**

RR2 Book of Crypts 9 short adventures describing dens of death irresistible to adventurers intent on plunder, but most often than not a dark hole wherein characters get their greedy butts kicked! **\$22.00**

RAVENLOFT NOVELS - \$11.00 each

The Ravenloft Series

1: Knight of the Black Rose 2: Dance of the Dead 3: Heart of Midnight

4: Tapestry of Dark Souls 5: Carnival of Fear (due July)

Ravenloft Series Hardback

1: I, Strahd (due Sept.) - \$35.00



AL-QADIM

Ancient Persia, a classic matinee campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantasy - flying carpets, sphinxes, genies, pharaohs, sultans, and much more.

Al-Qadim Arabian Adventures 160 page sourcebook describing the land of Zakharra, the people's virtues (honor, family, purity, hospitality, etc), character creation, 20 new PC class 'kites' (corsairs, mystic clerics, etc), professions (begging, display weapon prowess, Genie lore, grooming, ect), desert survival, Calling Upon Fate, The Evil Eye, Sha'r's abilities (Genie magic), elemental province spells, & more! **\$38.00**

Al-Qadim: Land of Fate A box set with further campaign details. Describes geographic features, township life, attire, marriage, slavery, life in the desert, blood feuds, Sheikh's, attire & vanity, camels, 12 tribes of the High Desert & Haunted Lands, local deities, the Savage Gods, 27 (!) cities, legends, the calendar, the law, local secrets, magical items, and much more! Includes four 21"x32" colour maps. **\$40.00**

MC13 Al-Qadim Monsters Includes classic beasts like genies, rocs, pegasi, & sphinxes. **\$22.00**

City of Delights A box set that reveals the desert metropolis of Medina Al-Huzuz; delve into the exalted intrigues of the Caliph's court & harem, or explore the more mundane streets where merchants & beggars mingle. Includes maps of the city & the sprawling palace. More details later. Due July. **\$50.00**

ALQ1 Golden Voyages A mini-campaign on the Crowded Sea, inspired by the tales of Sinbad! Includes an assortment of exotic adventures set in different locations (both at sea & on land), new rules on sailing, new monsters, notes on tribes & geography, an Al-Qadim DM's Screen, plus a 21"x32" map. **\$38.00**

ALQ1 Assassins Mountain A DM's guide to the secrets & objectives of the fanatical Assassins of Zakharra, including methods, tools, organisation, ect. Features an adventure, a stronghold map, ect. **\$38.00**

ALQ1 A Dozen & One Adventures A nifty collection of short adventures designed for levels 2-10. Includes new monsters, player handouts & a big map. Should be very good! Due April. **\$40.00**

ALQ4 Secrets of the Lamp A sourcebook on genies - details their organisation, noble genie lords & their magical estates (ie: the City of Brass), powers, monsters, adventures, ect. Due Nov. **\$40.00**

MISCELLANEOUS MODULES

GA1 The Murky Deep A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed

shades of its former inhabitants. For levels 5-8. **\$16.00**

GA2 Swamplight A precious family heirloom has been stolen from a Baron's castle - the culprit's tracks lead deep into the murky depths of a sprawling realm of swamp. For levels 7-10. Due April. **\$16.00**

GA3 Tales of Enchantment A faerie princess has fled her oppressive parents & seeks refuge in the realm of humans, thus triggering a diplomatic nightmare for the PCs. For levels 4-9. Due Sept. **\$16.00**

HHQ1 Fighter's Challenge Sturmhelm was a thriving trade town, until a caravan laden with gold disappeared and ruined the settlement financially. An adventure for 1 DM & 1 player (2-4 level fighter). **\$15.00**

HHQ2 Wizard's Challenge A prosperous Wizard's guild is in decline after important members were mysteriously killed, those that survived are now threatened. For 1 DM & 1 player (2-5 level Wizard). **\$15.00**

HHQ3 Thief's Challenge The river Thadysh is being terrorised by a masked bandit, the local thieves' guild wants to know who's responsible! A special adventure for a single, clever Thief of levels 2-4. **\$15.00**

HHQ4 Cleric's Challenge In the town of Pommeville terrifying apparitions prow the shadows, while corpses tear themselves free of their earthly bonds and walk again! Foo a level 1-4 Cleric. Due Oct. **\$16.00**

REF3 The Book of Lairs 61 very short adventures, perfect scenarios for any environment. **\$27.00**

S1-4 Realms of Horror Reprints four classic modules: Tomb of Horrors (great for killing pretentious characters), White Plume Mountain (I don't remember it), Expedition to the Barrier Peaks (explore a buried space craft), and The Caverns of Tsojcanth (a magnificent dungeon of grandiose proportions). **\$20.00**

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson.

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, ect. **\$45.00**

Acas Abroad Players can be either government agents trying to defuse a world wide outbreak of Wild Card, or can be the joker-terrorist group the Twisted Fists. Includes the Australian outback. **\$40.00**

Fantasy RPG Campaign based in world of Yrth - 144 pages. **\$40.00**

Fantasy Bestiary Supplement for Fantasy - details over 250 monsters & plants. **\$35.00**

Fantasy Folk Another supplement for Fantasy describes 25 races, 128 pages. **\$40.00**

GURPS Ultra Tech Gadget accessory for GURPS Space - 128 pages. **\$35.00**

GURPS Magic A comprehensive listing of objects for Fantasy campaigns - 112 pages. **\$35.00**

GURPS Magic Items II Same idea as above - 128 pages. **\$40.00**

GURPS Psionics A generic accessory for any campaign setting - 128 pages. **\$35.00**

Horror RPG 2nd Ed. I think the title adequately describes the product - 128 pages. **\$35.00**

International Super Teams Detailed sourcebook for the Supers RPG - 128 pages. **\$40.00**

Japan Feudal & fantasy campaign setting - 112 pages. **\$35.00**

Martial Arts A generic supplement featuring 38 styles of fighting - 112 pages. **\$35.00**

School of Hard Knocks Adventure module for the Supers RPG - 32 pages. **\$15.00**

Space RPG Science fiction genre game with campaign material - 128 pages. **\$35.00**

Space Adventures A selection of scenarios for the Space RPG, just like the title says! **\$40.00**

Space Atlas 2 Campaign supplement describing 25 worlds for the Space RPG - 64 pages. **\$20.00**

Space Bestiary Space RPG accessory detailing 333 critters! - 112 pages. **\$35.00**

Special Ops A modern military (special forces) campaign RPG - 128 pages. **\$34.00**

Stardemon Adventure module the Space RPG - 32 pages. **\$13.00**

Supers RPG 2nd Ed. A contemporary super-hero RPG. **\$40.00**

SuperScum Supers accessory RPG with 30 villains - 64 pages. **\$19.00**

Supertemps Adventure module for Supers RPG - 64 pages. **\$18.00**

Time Travel Rules for fitting around time, past, present, future. **\$40.00**

HEROES UNLIMITED

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium.

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, ect. and more! **\$45.00**

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. **\$40.00**

HERO SYSTEM

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and nice cover artwork. Comprehensive, but not complex. By Iron Crown Enterprises

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. **\$35.00**

Cyber Hero Campaign sourcebook detailing hardcore cybergear, special combat rules & high-tech weapons, cyberspace nets, and gritty near future street background material - 208 pages. **\$35.00**

Fantasy Hero 256 page softcover containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, & a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. **\$35.00**

Fantasy Hero Companion A 144 pg book that features a mass combat system, building floorplans for campaign use, 76 new critters, extra magic items, 13 extra spell colleges, and a lewd cover. **\$25.00**

Hero Bestiary Dragons, aliens, faeries, ghosts, animals, - for every genre, & GM guidelines for creating more beasts. 192 pages. **\$25.00**

Fantasy Hero companion II 160 page supplement containing new spell colleges, fierce monsters, powerful magic items, adventure locations, rules for naval combat & jousting, plus GM advice, ect. **\$30.00**

Ninja Hero Martial-arts sourcebook for Hero System. Features an array of special oriental combat styles, exotic weapons & armor so players can really kick serious ass. 176 pages, with adventures. **TBA**
Western Hero A 208 page sourcebook that includes historic and fictional background, character development, real-life personalities, equipment, special skills, and a gritty adventure. **\$35.00**

MARVEL SUPER HEROES

SUPERHERO Standard fare for comic enthusiasts - all these muscular, athletic types with square jaws or pert breasts get to flit around in outrageous leotards. **By TSR.**

MARVEL SUPERHEROES BASIC SET Features a 64 page basic rulebook, a 64 page campaign book detailing over 80 heroes & villains, two colour city maps, 100 fold-up figures, 48 colour character-profile cards, and some dice. The rules emphasize fast action resolution. **\$40.00**
Marvel Superheroes Advanced Rules Features new heroes & powers, an improved character creation system, more combat options, expanded magic & gadgets, extra villains, and much more. **\$40.00**
Deluxe City Campaign Set A grand guide to New York City, a renowned metropolis wherein reside an alarming array of super-powered, ultra-costumed individuals. Features a 96 page campaign sourcebook, a 64 page adventure book, 4 maps, floorplans of special locations, and 15 mini-adventures. **\$40.00**
The Uncanny X-Men A campaign box set that includes a 96 page roster (character) book, a 64 page campaign setting book, 32 pages of adventures, and four 21"x32" maps of the X-Men mansion, etc. **\$35.00**
Land of Dr. Doom A campaign set that reveals the complete 30-year chronological history of Dr. Doom, as well as a catalogue of his comic-technology, plus maps of his castle & the Haunted Lands. **\$45.00**
MHR2 The Spiderman Dossier Spiderman fanboy stuff. **\$40.00**
MHR3 Go West The Avengers Archives Due January '93. **\$35.00**

MARVEL SUPERHEROES ADVENTURES

MH1 The Breeder Bombs The Uncanny X-Men are threatened by a desperate man consumed with a lust for vengeance. In the background the sinister global machinations of Magneto and the Original Brotherhood of Evil Mutants builds to a crescendo. A basic-level module. **\$12.00**
MH8 Fault Line A host of superheroes must thwart a major criminal operation, but only if they can pierce a confusing veil of false leads and sham crimes. A basic-level module. **\$12.00**
MH9 Gates of What If? Welcome to a divergent universe, where things are almost the same, with a few changes - like Victor Von Doom (AKA Dr. Doom, fanboys) is a hero good-guy type. A whimsical adventure that's not to be taken too seriously. A basic-level module. **\$12.00**
ME2 Ragnarok and Roll Ragnarok, a Viking variant on the Apocalypse theme, promises to consume the Nine Worlds. This freshens the fall of legendary Asgard, and the end of the Norse gods. **\$12.00**
MLA1 After Midnight Gang warfare is on the increase in New York City, but before our heroes can kick some serious street-punk butt, they'll have to contend with a few dozen supervillains first. **\$15.00**
MLA2 Night Moves The gang wars spread to Chinatown, and the underworld ganglords become involved. The Celestial One, appearing as an apparition in a Chinese restaurant, is the only hope. **\$15.00**
MLB1 Mutating Mutants Sebastian Shaw, ever desperate to regain leadership of the Hellfire Club, has manufactured a device that will disassemble (rather messily one would hope) the New Mutants. **\$12.00**
MSL3 Spore of Arthros Agents of SHIELD are sucked into an anti-matter universe called the Negative Zone, wherein they face the wrath of the despotic Spore of Arthros, also rather dramatically referred to as the Terror of the Negative Zone. **\$12.00**
MT1 All This and World War II New military hardware being tested in the New Mexico desert is hijacked by time-warping Nazis intent on changing the course of WWII. **\$12.00**
MT2 The Weird, Weird West Time is crumbling asunder, splinters of history appear where they shouldn't. The key to this bizarre disaster is Dodge City. In 1870 where it is currently being sieged by the armies of Napoleon, Genghis Khan and Alexander the Great. **\$16.00**
MT3 The Revenge of Kang Hidden among myriad channels of history, called timestreams, the evil Kang and his alternate-reality duplicates hope to ensure that the Fantastic Four were never born. **\$15.00**
MX3 Reap the Whirlwind Hunted by violent bands of vigilantes and giant cyborgs, the life of a fugitive mutant is a cruel struggle for survival. But now a visionary leader has come forth, aided by powerful cohorts and potent weapons, he offers mutants liberty. **\$12.00**

MARVEL SUPERHEROES ACCESSORIES

MHAC7 Concrete Jungle A 32 page collection of heroes, villains and vigilantes that roam the streets of the urban sprawl - individual details include statistics, special powers, background, etc. **\$12.00**
MU4 Gamer's Handbook of the Marvel Universe - S thru Z Contains 110 new entries. **\$28.00**
MU5 Gamer's Handbook - 1989 Updates Over 100 characters, including the X-Babies. **\$30.00**
MU6 Gamer's Handbook - 1990 Updates Lots of stuff on new mutants, organisations, etc. **\$30.00**

MECHWARRIOR

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see **BATTLETECH** under Science Fiction Boardgames. **By FASA.**

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. **\$30.00**
Bloodright Join a desperate manhunt that twists and turns through a multitude of star systems and worlds scarred by war, and defines the meaning of honor with glory. Features Clan characters. **\$16.50**
Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new Mechs and ComStar character archetypes. **\$30.00**
Intelligence Operations Handbook Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of Comstar & the Inner Sphere Houses. Due April. **\$30.00**
Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique Mechs. **\$30.00**
Mechwarrior Companion Features rules expansions, new source material, expanded character generation, skill concentrations & specialisations, battle armour, more vehicles, Battletech expansions, additional equipment, more archetypes, contacts, NPC templates, adventure ideas, & a tech manual. **TBA**
Mercenary's Handbook This 2nd edition sourcebook is updated to 3055, & includes an adventure generator, an Outreach sourcebook,

character archetypes, & loads of material on the merc' units including **Wolfs Dragons**, **Kell Hounds**, **Gray Death**, **Rhondas**, etc. Due July. **\$40.00**
Null Set A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, and have to fight for their freedom, and to prove their innocence. **\$18.00**
Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. **\$30.00**
Unbound On the gladiatorial gaming world Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which has been fielding 'Mechs of unknown origin in the fighting arenas. **\$16.00**

MECHWARRIOR NOVELS - \$10.00 each

Jade Phoenix Trilogy:

- 1: Way of The Clans** - Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior.
- 2: Blood Name** - Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process...
- 3: Falcon Guard** Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes?

Miscellaneous Titles

- 1. Decision at Thunder Rift** 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?
- 2. Wolf Pack** - a superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragons have other plans, and so begins a civil war that could destroy the Dragons for ever...
- 3. Natural Selection** - a new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them?
- 4. Ideal War** - Thomas Mark has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson.
- 5. Main Event** - Jeremiah Rose wants revenge against the Clans & starts a new merc unit for that purpose, and finds himself in Solaris VII, and then faced with the Wolf Clan and then the Jade Falcons. (due June)
- 6. Blood of Heroes** - the FC is threatened by internal factions and rebels try to take over Glengarry when the Gray Death Legion are called away. But the new merc recruits left behind aren't going at all back idly. (July)

MEGATRAVELLER

SCI-FI The vast Imperium has collapsed into chaos: rebellion, military treachery, criminal profiteering and plundering aliens are but a fraction of the turmoil that exists. **By GDW.**

TRAVELLER: THE NEW ERA Using rules compatible with Twi200 etc, this new version is set following the Rebellion and ensuing chaos. A new dawn is in view, and the dangers and challenges will test you to the limits. Starship design is very important. Due May. **\$55.00**

Arrival Vengeance The domain of Deneb has been isolated from the Imperium for years, an Archduke dispatches an Azhanti High Lightning cruiser with a hand-picked crew to discover what's happening. **\$16.50**

Assignment: Vigilante Set in the desolate Diaspora sector after the collapse of the Imperium, the mercenary crew of a star fighter battle against pirate raiders. Includes 2 adventures & ship plans. **\$10.00**

Astrogator's Guide to the Diaspora Sector Once the battleground where 4 separate starfleets fought for supremacy, Diaspora is now a haven for mercenaries, free traders, and fugitives. **\$12.00**

Hard Times - the future of the empire. Adventures in the post-rebellion period. Imperial space is strewn with the wreckage of war, governments and the military have gutted themselves in a vicious war of attrition. The galaxy lies battered and smoldering, and an ominous dark age threatens. 96 pgs. **\$25.00**

Onesimus Quest An epic quest for a mineral-rich asteroid belt leads the greedy players from one end of the shattered Imperium to the other. 104 pages. Due ? **TBA**

Rebellion Sourcebook Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. **\$15.00**

Rebel's Tales Further information on the rebellion that voraciously consumed the Imperium world by world. Includes five desperate adventures. **TBA**

Referee's Manual Contains a generator for star systems and their worlds, plus rules for encounters (players love this sort of stuff), trade & commerce, craft design, starship combat, etc. 104 pages. **\$12.00**

Starship Combat Originally called Star Viking, this provides maps, counters, charts, ship panels, & rules for playing detailed Traveller starship combat. Due June. **\$60.00**

Survival Margin 64 page book that details the history from the collapse of the Imperium to the New Era. Also has conversion tables and rules for using old Traveller characters in the new version. April. **\$22.50**



MEKTON II

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. **By R.Talsorian Games.**

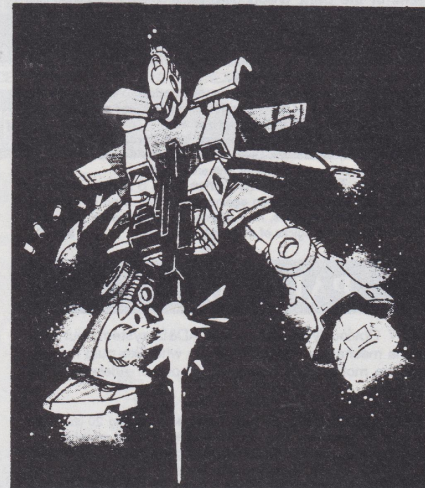
MEKTON II A 94 page book with a complete system for giant mecha adventures, with streamlined construction rules for vehicles, spacefighters, robots, & mecha. Combat is on both man to man and battlemachine levels. Mecha weapons include plasmacannons, lasercannons, rockets, MGs, beam sabres, drills, fangs, energy blades, & shields. With great looking mechs and lots of illustrations. **\$22.50**

Roadstriker II Adds transforming mechas, armorbikes, power armor, minijets, minicopters, assembling minimechas, & expanded rules for transforming Mektons. **\$16.50**

Mekton Techbook Advanced construction system with custom-weapons, cloaking, ECM, ECCM, psionics, & teleports. Also with 20 new systems and 17 new Mektons, with stat sheets filled out. **\$19.95**

Mekton Empire Mecha combat in the stars! With over 100 planets, alien races, new mecha, spacehips & spacecomb mecha boarding action, map of the Bender Spiral galaxy, etc. 134 pages. **\$24.95**

Operation Rimfire Campaign adventures set in Algot. Full of reference artwork (Japanese anime of course), etc. Due July. **\$24.95**



MIDDLE EARTH

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. **By Iron Crown Enterprises.**

Lord of the Rings Adventure Game A complete role-playing package designed specifically for beginners! Features a rich storytelling-style adventure that teaches roleplaying concepts as the game unfolds. Contains 10 maps, 6 character fold-outs, and dice. **\$35.00**

Adventure #1 Dawn Comes Early The barrow of a centuries-dead prince becomes the final resting-place for unsuspecting travellers who enter its cold interior in search of loot. Links-up with the adventure provided in the box set. Contains maps & floorplans. Ideal for novice DMs and players. **\$20.00**

Adventure #2 Darker Than the Darknes Concludes the adventure started in the box set - a motley crew of bandits are terrorising the inhabitants of the Trollsheads but not for much longer! **\$20.00**

Over the Misty Mountains Cold A Dark Elf in the service of the dread master of Dol Gudar, lengthens the shadows surrounding his forest keep with diligent cruelty. A beginner's adventure. Due April. **\$22.50**

MIDDLE EARTH 2nd Edition. The original, more complex (but still relatively easy to learn) box set. It contains a comprehensive 128 page rulebook, a moderately useful booklet of maps & floorplans, an excellent 32 page introduction to roleplaying, plus 56 color cardboard character counters. **\$25.00**

MIDDLE EARTH SUPPLEMENTS

Angus McBride's Characters of Middle Earth A 64 page glossy book highlighting Angus McBride's superb artwork for Middle Earth. Indispensable product for connoisseurs of fine art. **\$15.00**

MERP Adventure Guidebook II Sourcebook for Endor and the surrounding lands. Includes a full colour map, an Elvish dictionary, plus a comprehensive glossary of people, cultures, places, etc. **\$25.00**

MERP Combat Screen 2nd Ed. Contains a standard selection of combat tables, manoeuvre rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. **\$12.00**

Middle Earth Map: Folded A beautiful 24"x36" colour map of Middle Earth & the Wild Lands. **\$11.00**

Northwestern Middle Earth Gazetteer 160 pages detailing northwestern Endor, with populations, products, histories, mountain & river details, trade routes, theme maps, & color 22" x 34" map. **\$40.00**

Northwestern Middle Earth Map Set Campaign Atlas All of the full color, detailed maps from all of ICE's resource modules, put together in one package, with the option to putting them all together to form one humongous map. Due July. **\$26.95**

VARIANT CAMPAIGNS

Robin Hood Alternate campaign sourcebook based on a romantic 11th century English setting - specifically the Forest of Dean on the Welsh Marches & Sherwood Forest. Includes sections on new medieval skills & professions + material on bandit & guerrilla operations. 160 pages. **\$25.00**
Pirates Creates the boisterous world of 17th century pirates & buccaners. From the rowdy ports of the West Indies, to the savage coasts of Africa - adventure & wealth await all who sail under the Jolly Roger. 160 pages with ship types, fashion, treasure, firearms, fencing, maps, magic, 6 scenarios, etc. **\$25.00**

MIDDLE EARTH SOURCEBOOKS

Armor This boxed set is a comprehensive tour of the entire North Kingdom of the Dunedain, featuring colour maps, a history of Eriador, descriptions of fairs, guilds, mystical orders, personalities, a traveller's guide, plus a series of adventures. More details later. Due Sept. **\$70.00**

Creatures of Middle Earth Detailed information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Balrogs. **\$16.00**

Lords of Middle Earth I: The Immortals Comprehensive 112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. **\$20.00**

Lords of Middle Earth II: Mannish Races A wealth of data on the Kings of Arnor, Gondor & Numenor, plus profiles on Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths. **\$20.00**

Lords of Middle Earth III Details the races that the other books neglected - the gentle Hobbits, dour Dwarves, patient Ents, crude Orcs, and formidable Trolls. 112 pages, with a detailed index. **\$20.00**

Nazgul's Citadel By the Yellow Mountains south of Harad, looming over ancient ruins, stands the for-bidding citadel of the fifth Nazgul. Includes over 40 pages of floorplans, plus 3 adventures. 121 pgs. **\$25.00**

Treasures of Middle-Earth Massive compendium of magical weapons, armor, apparel, jewelry, gems, art, musical instruments, rings & tools. Further articles detail the history of important artifacts, describing in detail the techniques and materials used in their creation. **\$25.00**

MIDDLE EARTH ADVENTURE MODULES

Denizens of the Dark Wood Deep within brooding Mirkwood can be found tribes of Orcs, Trolls, Giant Spiders, and a sinister Necromancer who requires living blood for his foul experiments. **\$10.00**

Ents of Fangorn Here dwell the Ents, an ancient race whose sole task is the preservation of Fangorn, last remnant of the Great Forest. But other more sinister creatures roam the depths. **\$20.00**

Gorgoroth Evil stirs in the Mountains of Shadow. Yellow torchlight glares from the arrow slits of once-abandoned citadels, and smoke unfurls from Orodruin's summit like a tattered war banner. **\$30.00**

Grey Mountains A 144 page sourcebook for the brooding expanse of the Gray Mountains, detailing the Dwarven mines, Orc warrens & Dragon caves, plus Fordwraith and the sinister Withered Heath. **\$30.00**

River Running The Dark Lord Turns East 6 linked adventures detailing the Dark Lord's campaign against Dolwinn, Land of Maleden; famed for its magnificent wines, now blighted by supernatural diseases, fell beasts and the dark magicks of a dread Necromancer. **\$20.00**

PALLADIUM

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium. **\$20.00**

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestiary. **\$45.00**

Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. **\$35.00**

Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. **\$35.00**

Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. **\$35.00**

Further Adventures in the Northern Wilderness 4 adventures. 48 pages. **\$16.00**

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! Due? **TBA**

PARANOIA

Note New Lower Prices

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! By West End Games. **\$20.00**

Paranoia RPG A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun and light-hearted adventure. **\$30.00**

Alice Through the Mirrorshades Vulture Warriors watch horrified as they are volunteered to go back in time to execute those responsible for the great Computer crash of the future. **\$16.50**

Alpha Complexes The usual stuff - an incredibly frightening briefing; a desperate battle against invisible Communists; defective R&D equipment; severely disturbed 'bots; and a trashy mega-villain! **\$10.00**

Bot Abuser's Manual Details those annoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters. Due? **\$35.00**

Crash Course Manual Anarchy reigns - the Computer is dead! The vengeful clones rise up against their oppressors, and secret societies have fun by running in a confused, but rampant manner. **\$22.50**

Death, Lies and Videotape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. **\$16.50**

Don't Take Your Laser to Town From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. A ripping wild west adventure. I think. **\$13.00**

Iceman Returneth A freeze-dried High Programmer from the past is accidentally thawed - only stupid Troubleshooters would ever get involved with treason of this magnitude. So naturally they do! **\$15.00**

Paranoia Sourcebook 144 page campaign book that includes information on the computer, clones, security clearances, treason, secret societies, R&D research, AlphaNet, and the outdoors! **\$30.00**

People's Glorious Revolutionary Adventure Welcome to the Communist Controlled Complex Population (CCCP) built solely under the benevolent rule of Big Red One, Tovarich Computer. **\$13.00**

R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. **\$25.00**

Vapours Don't Shoot Back It's competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid. The High Programmer is not a nice person. **\$11.00**

Novel - \$8.50

Title Deleted For Security Reasons - Join James BOND as he [DELETED] and [CLASSIFIED] throughout Alpha Complex. [Sentence missing]. [DELETED] [DELETED] with several [DELETED]. Which is why this novel had to be called Title Deleted For Security Reasons. Due May. **\$8.50**

PENDRAGON

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium. **\$25.00**

PENDRAGON 3rd Ed. A dynamic game where most sessions represent a year, & players can see their characters rise in stature, aiming for a prestigious seat at the Round Table! This is a clean system, allowing the DM to concentrate on the plot & characterisations. A very important aspect of play are the PC's passions - as these are the principles which guide their actions & desires. Great fun! 208 pages. **\$45.00**

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **\$40.00**

Boy King England is torn apart by feuding lords & plundering foreign tribes. A fabulous sword is drawn from stone by a youth who is destined to reunite this shattered realm. Includes major personalities, an 80 year campaign-play chronology, the nature of medieval cities, and an adventure: Castle of Joy. **\$40.00**

The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. **\$35.00**

Knights Adventurous Includes campaign information on the geography of Britain, the peoples of neighboring nations, ambitions & rank, the role of women & religions (allowing character Knights to be Pagans, Jews, etc), wealth, fashion, coins, grand events (tournaments, etc), magic & faerie. 136 pgs. **\$35.00**

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. **\$40.00**

Savage Mountains 4 adventures, Dolorous Wym, The Best Wine in the World, The Cambrian War & The Paulig Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. **\$40.00**

PRIME DIRECTIVE

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games. **\$20.00**

PRIME DIRECTIVE RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play an officer on board a Federation starship, & match wits against Klingons, Romulans, Tholians, etc, and get to explore new worlds, battle superbeings, etc. Due May. **\$44.95**

Screen & Mini-Module Due May. **\$16.50**

RIFTS

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By

Palladium.

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. **\$55.00**

Mutants in Orbit A hybrid adventure that combines RIFTS with Teenage Mutant Ninja Turtles. **\$25.00**

RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. **\$30.00**

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc. **\$30.00**

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS universe. Includes notes on RIFTS Europe, adult dragons, optional player races, and a wealth of monsters. 224 pages. **\$45.00**

World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **\$30.00**

World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splogoth, who rule a magical realm of supernatural, and other-dimensional creatures. **\$37.50**

ROBOTECH

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium. **\$20.00**

ROBOTECH Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. **\$30.00**

Lancer's Rockers A decade after the invasion, Humanity's most famous combat unit - the Rock's Knights, are decimated. Features new PC classes & weapons, plus seven adventures. **\$20.00**

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **\$20.00**

RDF Accelerated Training Program Features new character skills & abilities, NPC generators, and briefs on strategy, plus a selection of mecha & vessels. 56 pages, with training missions. **\$20.00**

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters and Zentraedi. **\$37.50**

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **\$30.00**

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. **\$30.00**

The Return of the Masters 88 page Sourcebook for the dangerous Indochina quadrant, the massive G-95 satellite factory, and the R.D.F. Military Moon Base. Includes adventures & mutants too. **\$25.00**

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs. **\$40.00**

The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. **\$20.00**



ROLEMASTER

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See **SHADOW WORLD** for campaign material. By **Iron Crown Enterprises**.

ROLEMASTER 2nd Ed. Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth, and are recommended for novice DMs! **\$45.00**

Alchemy Companion 208 page book detailing over 12 new professions, new skills, Static Action tables, Critical Strikes, Item creation charts, over 70 new spell lists, and much more! **\$30.00**

Arms Law & Claw Law Contents include 30 individual Weapon Attack charts, 10 amazing Critical Strike tables, 12 Animal & Martial Arts Attack charts, and a variety of optional rules. **\$20.00**

Arms Companion New attack & critical charts, new options for combat maneuvers, new skills, called shots, mixing armor types, background info on fighters and thieves, etc. 144 pages. Due June. **\$29.95**

Character Law & Campaign Law A complete character development system that includes campaign and gamemaster guidelines. Can be used with any Fantasy RPG! **\$20.00**

Creatures & Treasures Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation of random treasures or encounters. **\$20.00**

Creatures & Treasures II A great compendium of new monsters and artifacts. 112 pages. **\$22.00**

Dark Space Rolemaster-Space Master campaign setting detailing a cross-genre universe. Magic & technology coexist while alien monstrosities plot the downfall of humanity. Includes new professions & spells/poison lists, 20 worlds & cultures, scenarios, creatures, equipment, softch, etc. 160 pages. **\$30.00**

Elemental Companion New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic. **\$27.00**

Heroes & Rogues A 160 page compendium of 24 characters representing each of the Character Law professions, with detailed backgrounds and statistics, plus an illustration. **\$30.00**

Oriental Companion Contains 10 new oriental professions (Ninja, Samurai, etc), culture, skills, spells, Ki powers, mythical creatures, magic items, exotic weapons, etc. 110 pages. **\$25.00**

Outlaw 174 pages on the old Wild West with combat, timeline, weapons & equipment, complete campaign in Dakota, 2 scenarios, dozens of NPCs, including some real ones, town layouts, etc. **\$30.00**

Rolemaster Character Sheets Character records for all Rolemaster professions! 144 pages **\$22.00**

Rolemaster Combat Screen The GM's REF screen, making game play easier. **\$12.00**

Rolemaster Companion Includes 32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells and optional rules. **\$20.00**

Rolemaster Companion II Features 65 new spell lists and over 100 optional skills. There are also Master Tables with descriptions for every Rolemaster skill and profession thus written! **\$20.00**

Rolemaster Companion III Does it never end? Here's some more optional rules, with 21 new professions, 40 spell lists, 7 more critical tables and 4 spell attack tables. **\$20.00**

Rolemaster Companion IV Offers a checklist of all the spells, skills, optional rules & professions introduced in the basic rules and all of these bloody companions! And assorted new stuff. **\$22.00**

Rolemaster Companion V Will it ever end? Rules for time travel, Earthrodes, skill specialisation & spell research, plus 3 professions, 26 spell lists, creatures, treasures, skills, extra attack & crit tables, structural hit points, another options checklist addendum! 128 pages. **\$25.00**

Rolemaster Companion VI Aargh! The buggers can't help themselves! Highlights include an emphasis on stat bonuses rather than stats, flexible skill development, rewards for roleplaying, a detailed yet playable tactile combat, upper level spells for existing spell list, and much more! **\$25.00**

Spell Law Includes over 2000 spell descriptions based on 3 realms of power & 15 character professions, plus individual Spell Attack & Critical Strike tables, a power point system & detailed alchemy rules. **\$20.00**

Spell Users Companion Features new magical skills & herbs, rules for rituals & resistance rolls, a spell-pick & extraordinary-failure system, realms clarifications, heaps of new spell lists (including Esoteric Spells), apprenticeships, clarifies ambiguous spells, and much more! **\$27.00**

Time Riders 160 page book for magic, psionic, or tech based time travelers. Includes a sci-fi setting, high tech equipment, magic items, special combat rules & source material for variable time streams. **\$25.00**

War Law A mass combat system featuring rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, etc. Contains a 160 page rulebook, counters, templates and unit forms. **\$60.00**

See Middle Earth & Shadow World for compatible stock.

RUNEQUEST

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! By **Avalon Hill**.

RUNEQUEST DELUXE Contains an introduction, Player's Book (88 pgs.), Magic Book (60 pgs.), Gamemaster's Book (48 pages), Creatures Book (48 pages), guide to Glorantha (32 pages) & dice. **\$60.00**

RUNEQUEST STANDARD A boxed set with an abridged Rules Book (56 pages) and a small Spells Book (16 pages), plus dice and character sheets. This is the Runequest primer. **\$35.00**

Daughters of Darkness Nine adventures wherein the players partake in dangerous expeditions and deadly intrigues in a decayed city of chaos and corruption. 96 pages with maps. **\$30.00**

Dreadstar Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen. Due July. **\$35.00**

Eldarad - The Lost City Eldarad is a partially rebuilt, lawless ruin where the minions of Chaos walk freely at night. It is also the site of ancient elder tombs, wherein great magicks & wealth can be discovered. Contains a 54 page city guide, a 62 page adventure sourcebook, and a 32 page book of maps. **\$35.00**

Elder Secrets of Glorantha A compendium of lore featuring monsters, artifacts, the secrets of Dragonkind, magical crystals & metals, the weather, Hero Questing, the Elder races & cults, etc. **\$40.00**

Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs), a Generata Book (100 pages), a Player's Book (36 pages) and a map. **\$45.00**

Glorantha Bestiary More than 60 beasts, some of which are in DELUXE RQ. **\$19.00**

Gods of Glorantha Details the huge campaign pantheon, rich in texture and full of character. Features 60 cults and religions, covering virtually every facet of Gloranthian life, from farmers to merchants. **\$40.00**

Haunted Ruins An ancient Dwarven mansion has become the lair for a Troll Clan. **\$20.00**

Into the Troll Realm 3 adventures. Includes a Trollpak game, a giant-insect farm, flying Trollkin kidnapers, a chance to sample fearsome

Troll beverages, & a Brontosaurus-carriage bandit hideout! **\$17.00**

King of Sartar Historical fiction - six Gloranthian scholars reveal their perspectives on the facts, history and secrets of Prince Argrath's heroic struggles against the invading Lunar Empire. 300 pg. by Greg Stafford, published by Chaosium. Gloranthian mysteries are revealed! **\$30.00**

River of Cradles A concise introduction to the history, geography, cultures, and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Borderlands, Big Rubble, and Cults of Prax. **\$40.00**

Shadows on the Borderlands Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With four adventures. Due May? **\$40.00**

Strangers in Prax Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorcerer and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Sandy Petersen & Greg Stafford. Due Sept. **\$40.00**

Sun County Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmalo cult, encounters, and much more. By an Australian author. 128 pages. Good quality production tool. **\$35.00**

Trollpak Troll society fully described, with Troll characters explained in detail. Contains 3 books: Uz Lore (56 pages), Book of Uz (50 pages), The Munchrooms (40 pages), plus character sheets & maps. **\$40.00**

Troll Gods Another zesty serving of Troll delights - details new spells, skills, monsters, plus the deities of darkness, the role of worshippers, the Troll Regions, and clan knowledge. **\$40.00**

SHADOWRUN

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. By **FASA**.

SHADOWRUN 2nd Edition The NEW 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestiary, a Seattle guide, equipment lists, NPC contacts, and an adventure. Features new artwork, revised mechanics, and tons of color plates. **\$30.00**

A Killing Glare The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. Due June. **\$18.00**

Bottled Demon Sinister organisations seek a mysterious artifact covered with runes. **\$15.00**

Darkangel The last recordings of a cult-figure street musician is grabbed by a major record company - but how? Due May. **\$18.00**

D.M.Z. - Downtown Militarized Zone A boardgame of urban conflict between gangs, street samurai, mercs, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With nine interior and street mapsheets, plus 203 counters. **\$70.00**

Dragon Hunt 'Runners are hired to find a dragon's lost memory, despite heavy Corp. attention. **\$16.00**

Dreamchipper Missing experimental pleasure chips are linked to a series of brutal slayings... **\$15.00**

Elven Fire Seattle's labyrinthine backstreets are ablaze, as mindless gang warfare erupts. **\$16.00**

Grimoire 2nd Ed. A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamans. Includes game improvements. **\$30.00**

GM's Screen 2nd Ed. Includes a collection of archetypes and street contacts. **\$25.00**

Harlequin A connected series of 8 adventures that feature exotic locales. These missions provides the players with a progressively enlarged view of a very complex tale of betrayal and revenge! **\$22.50**

Imago Seattle-based runners get a job in England, where their reputations are pitted against betrayal, blind love, vengeance, and life after death. **\$18.00**

Ivy & Chrome 'Runners must search for an elf girl missing from an exclusive boarding school. **\$15.00**

London Sourcebook The London Sprawl 2050 - cyberware & magic are strictly regulated, with harsh penalties for those who disobey. Power is divided between the nobility, megacorps & druids. **\$30.00**

Native American Nations Vol. 1 Details history, cultures, economies & lifestyles of the newly-emerged Salish-Shidhe, Sioux, Ute & Pueblo Council Nations. Includes a wilderness adventure. **\$25.00**

Native American Nations Vol. 2 Lists the remaining new nations, covering history, cultures, economies, and lifestyles. Includes another adventure set in the wild, awakening wilderness. **\$25.00**

Neo-Anarchist's Guide to Real Life Reminds me of something an ex-girlfriend kept telling me ("Get a real life", and as I sit before my Mac at 2.00 in the morning typing this crap, I can understand why! This book details everything from mass transit, to security systems and coffin mists. **\$30.00**

One Stage Before A powerful corporation is nearing completion of its latest investment, but a rival organisation begins to sabotage its development. Things start to get real nasty for everybody! **\$18.00**

Paranormal Animals of Europe You've seen the animals of USA, now find out what the Europeans are afraid of. Due April. **\$30.00**

Paranormal Animals of North America An excellent illustrated guide to 79 strange creatures that roam the polluted skies and twisted underworlds of this nightmare future. 176 pages. **\$22.50**

Queen Euphoria The job is to snatch Euphoria, the simsense star, for a weekend then let her go - simple. But when something alien & very malevolent cuts in on the action all hell breaks loose! **\$16.00**

The Rigger Black Book A compendium of vehicles, from urban runabouts to hunter-seeker combat drones. Includes modifications, support gear, and cyberware. Real Rigger wet dream material. **\$30.00**

Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. **\$30.00**

Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. **\$30.00**

Shadowtech Details the latest and sharpest in personal-enhancement technology - from adrenaline-boosting bioware, to hardware cyberdecks, and sensory enhancements. **\$30.00**

Sprawl Sites Features an assortment of building floorplans and city encounters, plus a collection of individual NPCs who can be used as street contacts, etc. **\$25.00**

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. **\$25.00**

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some runners to bring them back ASAP. **\$16.00**

Virtual Realities 160 page guide to the matrix. Decking is given the treatment with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & programs. **\$30.00**

SHADOWRUN NOVELS - \$10.00 each

The Secrets of Power Trilogy

1: Never Deal with a Dragon 2: Find Your Own Truth

3: Choose Your Enemies carefully

Miscellaneous Titles

1: 2XS 2: Changeling 3: Never Trust an Elf
4: Streets of Blood (due March) 5: Night's Pawn (due March)
6: Stryper Assassin (due July)



SHADOW WORLD

Note New Lower Prices

FANTASY Kulthea - a world designed for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area, and also provides adventures. By **Iron Crown Enterprises**.

Shadow World Master Atlas 2nd Ed. Softcover format. Describes a unique world swept by powerful Flows of Essence that enhance or diminish a character's capacities. This is a land plagued by the Unlife, creatures so foreign that their origins are beyond knowledge. **\$30.00**

Cyclops Vale and Other Tales The ancient artifacts of Peligris are a lure to many adventurers, (who will usually fall at the mouth at the mere mention of magical treasure anyway!). **\$6.00**

Demons of the Burning Night The unexplored Isle of Arannor is rumored to hold great treasures amongst its ancient ruins, and a terrible array of foul denizens who don't treat explorers kindly. **\$11.00**

Eidolon - City in the Sky Details the Set-kai island realm's capital - trade center of the world - a beautiful marble & glass metropolis floating among majestic cloud-scapes. Includes 8 adventures, 250 building descriptions, two color maps, etc. 160 page softcover. **\$25.00**

Gethaenne Describes the ancient Underearth realm beneath Emer, including its unique races, monsters, artifacts, poisons, and plant life. Features a wealth of adventure sites. Due? **\$30.00**

Islands of the Oracle The Thirsting Cave appears on an Abarquian Island, from within come the dread Unlife and vile plagues. Salvation rests with an enigmatic Oracle, unseen for centuries. **\$11.00**

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Kingdom of the Desert Jewel Gethyra is a nation that supports a benevolent society, but beyond it the wilderness crawls with savage beasts, and greedy adventurers seeking lost tombs rich in loot! **\$11.00**

Nomads of the Nine Nations Details the rugged lands west of the Guardian Sea. Wondrous sights of natural beauty greet visitors to this vast country, but a dark cult threatens to invade. **\$13.50**

Norek - City State of Jaiman Jaiman faces a desperate battle for survival against an army of Unlife army, as a young Prince begins his quest for an artifact that will help defeat the noxious horde. **\$12.00**

Quellbourne - Land of the Silver Mist Undead writhe like maggots in the ruin of Quellbourne's capital city. Pirate bands of Ice Kralis and raiding Trolls harass the populace, who also have to contend with a cult that exists only to destroy, & the minions of a Spider Goddess hunting for sacrifices. **\$11.00**

Star Crown Empire and the Sea of Fates The eight distasteful of G'thal offer a welcome respite from the wilderness beyond, but state politics can offer a bloody end to curious travelers. But the survivors of city hospitality find that court intrigue offers its fair share of plunder! **\$11.00**

Sky Giants of the Brass Stair Deep within the Garlon Mountains lies the Dwarven King's treasure, the evil Dragonlord's Skyriders and a Dragon have begun to search for this vast wealth. **\$16.00**

Tales of the Loremasters - Book II Those who traverse these pages will meet a prowling demon-warrior, converse with a wily Sphinx, and visit the site of a mysterious fallen meteorite. **\$6.00**

STAR WARS

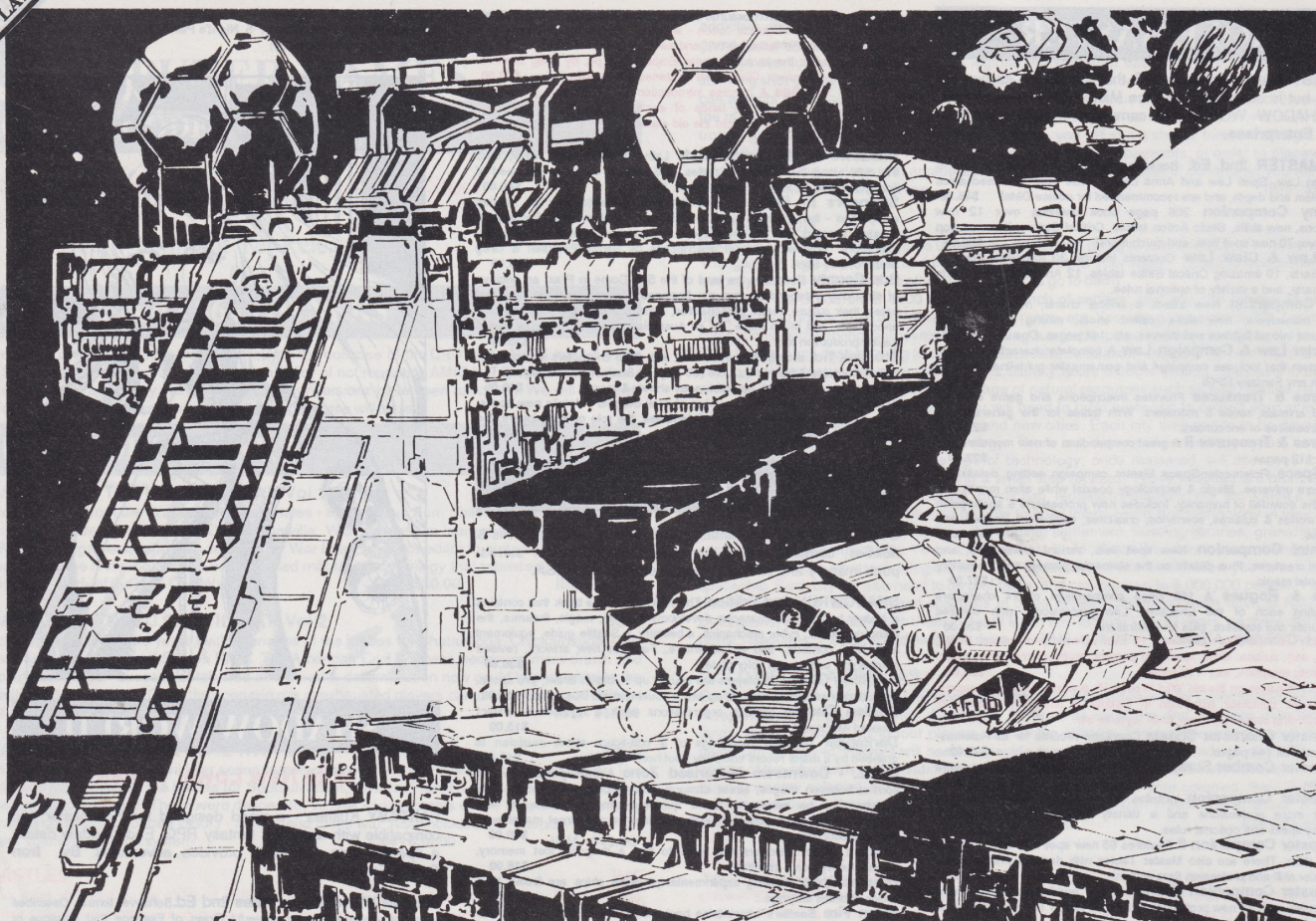
Note New Lower Prices

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By **West End Games**.

STAR WARS 2nd Ed. Completely revised 176 page hardback book, features a conversion system for first edition characters, many new skills, special abilities for aliens, new rules covering movement, chasing and combat, 16 pages of colour, and excellent new artwork. **\$45.00**

Battle for the Golden Sun Sedri is an ocean world that hides in its depths a secret that may doom the Rebellion. Imperial marine troops have already begun a frantic search. **\$16.50**

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Jedi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages. **\$20.00**

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STORMBRINGER

SCIENCE & SORCERY The brutal world of the Young Kingdoms, a realm where deca-dent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaboulin.

Eiric! The new 5th Edition Stormbringer. A new roleplaying game set in the Young Kingdoms, features a comprehensive combat system, more character-accessible cast-magic, & creature summoning upgrades. About 96 pages? Due April? **\$30.00**

Castle of Eyes The castle's ruling family, degenerate & embittered after a millennium of tragic conflict, face annihilation in a struggle for the throne. Due? **TBA**

Melniboné Eiric ascends to the throne of Melniboné, a nation in decline, but still able to wield immense power. Includes new magic, pacts with elemental lords, the great dragons, & adventures. Due April. **TBA**

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See Kings of the Purple Towns The Purple Towns is the centre of trade & commerce in the Young Kingdoms. Located literally in the middle of the world, this bustling port is an ideal haven for adventurers. Includes the elemental Churches of Air, Water & Gold, & four adventures. **\$35.00**

Sorcerers of Pan Tang An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, & puissant magicks. Includes notes on history, society & character-generation, with regional maps, five adventures, plus a new Daemon magic system. 128 pages. **\$35.00**

TALES OF THE FLOATING VAGABOND

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SCI-FI A bizarre cross-genre cocktail of low-brow humour, TOON-like insanity, & utter mayhem! A quick-play, low complexity RPG for energetic, zany players. By Avalon Hill.

TALES OF THE FLOATING VAGABOND Synopsis - the dregs of the multiverse converge on a disreputable stellar-pub to consume vast quantities of strange beverages. Contains all the necessary rules & campaign background, plus an adventure. Features time travel, spells & dimensional travel! **\$25.00**

Adventure With No Name Someone's managed to go back in time and play around with history, the end result is Light Beer, and NOTHING else! Volunteers are required to screw around with the timestream to correct this disaster. This bizarre module seems to have everything in it except the kitchen sink! **\$22.50**

Assault on Santa's Castle In the midst of the Floating Vagabond's Christmas party a quest is undertaken to find the Seven Deadly Sins and destroy them, and then find the real Santa. **TBA**

Bar Wars Captain Carnage and Ms. Missile tackle a bunch of cybernetic sociopaths intent on destroying all the bars in the galaxy! Includes appearances by ruthless pirates, cultists & assorted cyborgs. **\$22.50**

Cosmic Paternity Suit Zeus wants his son Teioskides located and brought to trial to face a suit brought against him by an anonymous defendant from the Ninth Circle of Fire. **TBA**

Hypercad 54 Where Are You? New rules for Time Police characters, with 5 short adventures. **\$30.00**

In Cold Milk: The Cereal Killer Someone is out to kill Licenseworld's breakfast cereal spokes-characters, and they aren't about to stop until every last cartoon toucan, rabbit & leprechaun is dead! **TBA**

The Reich Stuff In 1936 Einstein is kidnapped by Nazis and forced to work on their space program. Intrepid adventurers, steins in hand, must free him and destroy everything that looks like a rocket. **\$22.50**

Weirder Tales From the Floating Vagabond: A Space Opera The plot synopsis I've just read makes no sense at all, so I'll just continue typing away at my keyboard until I start to run out of space... **TBA**

Time Police Due Dec. More details next time. **TBA**

TEENAGE MUTANT NINJA TURTLES

SCI-FI OK kids - you've seen the TV series, read the comics, bought the toys, drank the TMNT cordial, eaten the TMNT frozen pizza, seen both films - now get the RPG! By Palladium.

TEENAGE MUTANT NINJA TURTLES 12 page softcover book containing all the necessary rules & background, plus mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, and five adventures! Produced by Palladium. **\$30.00**

Accessory Pack Includes two 'tri-fold' game shields packed with game charts and tables, a 24 page adventure and a quick mutant-animal villain generator. **\$30.00**

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Mutants in Avalon Features 18 new mutant animals, plus rules for Druids and magic. With adventures and a guide to post-Holocaust Britain and its new kingdoms. **\$22.00**

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Road Hogs Four post-holocaust Mutant Mad Max-style road adventures. Includes new critters, vehicle rules, post-Holocaust economics, new equipment and background data. **\$18.00**
TMNT Adventures With five adventures, optional rules for characters and super-powered animals, plus seven death traps & seven challenges for seven ninja Player Characters! 48 pages. **\$16.00**
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Truckin' Turtles Seven adventures, features a supervillain & the Fast-Food Burger Being! **\$16.00**
Turtles Go Hollywood Nine adventures that combine to form an epic Hollywood campaign. **\$16.00**
Turtle's Guide to the Universe New rules for the construction of air vehicles, with combat mechanics, extra skills, strange aliens, a star map, a comic strip, and four adventures. 48 pages. **\$16.00**

TORG

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Tharkold Sourcebook The demonic Tharkoldu created in Los Angeles a techno-horror realm. With rules for technomagic, occulttech, nanovirus resurrection, gangslaves, & new creatures. 144 pages. **\$30.00**
Tokyo Sourcebook Due March. **\$30.00**
When Axioms Collide The invader realms now turn on one another, and an Orrorsh Nightmare seizes control of a portion of the Godnet to use it against the Cyberpacy itself. Due? **TBA**

TORG NOVELS - \$7.50 each
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TWILIGHT 2000

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Special Operations Handbook Merc: 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. **\$22.50**
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White Eagle Poland is being torn asunder by a megalomaniacal military dictator, greedy mercantile profiteers and the excesses of the People's Army. The fate of this nation hangs in the balance. **\$10.00**

VAMPIRE

HORROR A storytelling game where the character's personalities and their interaction with the environment take precedence over the rules, allowing the drama to dominate. **By White Wolf.**

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Storyteller's Screen Includes a 16 page story-adventure: Blood at Dawn. **\$20.00**
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WARHAMMER RPG

FANTASY A gothic world based on mediaeval Europe, but with a dark fantasy background. Chaos stalks society, corrupting whoever has the misfortune to face it. **By Games Workshop.**

Warhammer Fantasy Roleplay 368 pg softcover with 4 PC races, 63 careers, 133 skills, 7 types of magic, 156 spells, 21 deities, 106 creatures, history & details of the campaign world, coinage & costs, travel, Fate Points, traps, disease, poison, insanity, alignment, critical hits, hand-to-hand combat, etc. **\$55.00**
Empire in Flames Internal strife tears at the Empire, civil war looms, and the threat of great bloodshed rises menacingly. A symbol of unity must be found to placate the masses - the legendary Hammer of Sigmar, the Empire's founder! But that artifact has been missing for 2,500 years! 144 page hardback. **\$50.00**

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RAL20771	CATAPRACT	\$10.95
RAL20772	CAESAR	\$11.95
RAL20773	GUILLOTINE	\$11.95
RAL20774	BLACK KNIGHT	\$11.95
RAL20775	WYVERN	\$11.95
RAL20776	COOLANT TRUCK	\$12.95
RAL20777	FALCON Out Now	\$7.95
RAL20778	CROCKETT Out Now	\$10.95
RAL20779	MANITICORE Out Now	\$7.95
RAL20780	HUSAR Out Now	\$7.95
RAL20781	KINTARO Out Now	\$8.95
RAL20782	PACKRAT VEHICLES (2) Out Now	\$8.95
RAL20783	J. EDGAR VEHICLES (2) Out Now	\$8.95
RAL20784	THORN	Due June
RAL20785	HERMES	Due June
RAL20786	FLASHMAN	Due June
RAL20787	CHAMPION	Due June
RAL20788	SENTINEL	Due June
RAL20799	FLIGHT BASES (6)	\$8.95
RAL20800	HEX BASES BATTLETECH	\$7.95
RAL20801	THUG	\$12.95
RAL20802	MONGOOSE	\$7.95
RAL20803	HOPLITE	\$9.95
RAL20804	CRAB	\$10.95
RAL20805	FLEA	\$7.95
RAL20806	HUNTER MISSILE TANK	\$9.00
RAL20807	STRIKER ARMORED CAR	\$9.00
RAL20808	PEGASUS HOVER TANK	\$9.00
RAL20809	MAULER MAL-1R	\$13.95
RAL20810	HATAMOTO-CHI HTM-27T	\$12.95
RAL20811	WOLF TRAP WFT-1	\$10.95
RAL20812	RAVEN RVN-3L	\$9.00
RAL20813	MERCURY	\$9.00
RAL20814	LANCELOT	\$10.95
RAL20815	BOMBADIER BMB-12D	\$11.95
RAL20816	VEDETTE TANK	\$11.95
RAL20817	CONDOR - 50 TN HOVER TANK	\$11.95
RAL20818	DRILLSON - 50 TON HOVER TANK	\$11.95
RAL20819	MAXIM - 50 TON HOVER TRANSPRT	\$10.95
RAL20821	CLAN ELEMENTAL INFANTRY (30)	\$14.95
RAL20822	DEMOLISHER TANK	\$13.95
RAL20823	KURITA INFANTRY	\$19.95
RAL20824	DAVION INFANTRY	\$19.95
RAL20825	BULLDOG - 60 TON TANK	\$12.95
RAL20826	PIKE - 60 TON SUPPORT VEHICLE	\$12.95

RAL20827	ONTOS - 95 TON TANK	\$13.95
RAL20828	SAVANNAH MASTER HOVERCRAFT (4)	\$7.50
RAL20829	HETZER WHEELED ASSAULT (2)	\$10.95
RAL20830	VON LUCKNER HEAVY TANKS (2)	\$12.95
RAL20831	STINGER	\$7.50
RAL20832	WASP	\$7.50
RAL20833	PHOENIX HAWK	\$10.95
RAL20834	CRUSADER	\$11.95
RAL20835	GRIFFIN	\$9.95
RAL20836	SHADOW HAWK	\$9.95
RAL20837	WOLVERINE	\$9.95
RAL20838	BATTLEMASTER	\$12.95
RAL20839	THUNDERBOLT	\$10.95
RAL20840	WARHAMMER	\$11.95
RAL20841	RIFLEMAN	\$11.95
RAL20842	ARCHER ARC - 3R	\$11.95
RAL20843	MARAUDER	\$12.95
RAL20844	LOCUST	\$7.95
RAL20845	ATLAS	\$13.95
RAL20846	GOLIATH	\$10.50
RAL20847	AWESOME	\$11.95
RAL20848	ORION	\$11.95
RAL20849	CENTURION	\$10.95
RAL20850	FIRESTARTER	\$8.50
RAL20851	VALKYRIE	\$8.95
RAL20852	CATAPULT	\$10.95
RAL20853	PANTHER	\$7.95
RAL20854	HUNCHBACK	\$9.95
RAL20855	OSTSOL	\$10.95
RAL20856	ZEUS	\$11.95
RAL20857	URBANMECH	\$7.95
RAL20858	CICADA	\$9.95
RAL20859	SCORPION	\$10.95
RAL20860	VICTOR	\$11.95
RAL20861	JAGERMECH	\$9.95
RAL20862	STALKER	\$11.95
RAL20863	CYCLOPS	\$13.95
RAL20864	HATCHETMAN	\$9.95
RAL20865	COMMANDO	\$7.95
RAL20866	JAVELIN	\$8.95
RAL20867	ENFORCER	\$9.95
RAL20868	DRAGON	\$11.95
RAL20869	JENNER	\$8.95
RAL20870	WHITWORTH	\$9.95
RAL20871	INDICATOR	\$10.00
RAL20872	QUICKDRAW	\$8.95
RAL20873	SPIDER	\$8.50
RAL20874	OSTSCOUT	\$9.95
RAL20875	ASSASSIN	\$9.95
RAL20876	DERVISH	\$9.95
RAL20877	OSTROC	\$9.95
RAL20878	STINGER LAM	\$9.95
RAL20879	CLINT	\$9.95
RAL20880	BLACKJACK	\$9.95
RAL20881	CHARGER	\$11.95
RAL20882	BANSHEE	\$13.95
RAL20883	WASP LAM	\$9.95
RAL20884	PHOENIX HAWK LAM	\$10.95
RAL20885	HERMES II	\$8.50
RAL20886	VULCAN	\$8.50
RAL20887	TREBUCHET	\$9.95
RAL20888	GRASSHOPPER	\$10.95
RAL20889	LONGBOW	\$10.95
RAL20890	HORNET	\$7.95
RAL20891	WOLF HOUND	\$8.95
RAL20892	SHOGUN	\$11.95
RAL20893	MARAUDER II	\$13.95
RAL20894	FIRE FLY	\$8.95
RAL20895	EXTERMINATOR	\$10.95
RAL20896	HIGHLANDER	\$12.95
RAL20897	ANNIHILATOR	\$13.95
RAL20898	IMP	\$13.95
RAL20899	KING CRAB	\$13.95

BattleTech Boxed Lances

All come with hex bases.

RAL10801	RECON LANCE	\$29.95
RAL10802	Ph Hawk, Stinger, 2 x Locust LIGHT LANCE	\$29.95

RAL10803	Wasp, Griffin, Ph Hawk, Stinger MEDIUM LANCE	\$34.95
RAL10804	Wolverine, Crusader, Sh Hawk, Stinger FIRE LANCE	\$34.95
RAL10805	Ph Hawk, Rifleman, 2 x Archer HEAVY LANCE	\$34.95
RAL10806	Rifleman, Thunderbolt, Crusader, Griffin ASSAULT LANCE	\$44.95
RAL10807	BattleMaster, Marauder, 2 x Warhammer REGIMENTAL COMMAND LANCE	\$39.95
RAL10808	Zeus, Outcast, Cyclops, Atlas PURSUIT LANCE	\$29.95
RAL10840	Jenner, Vulcan, 2 x Commando CLAN LIGHT OMNI MECHS BOXED	\$34.95
RAL10841	Dasher, Uller, Puma, Koshi CLAN MEDIUM OMNI MECHS BOXED	\$44.95
RAL10842	Ferris, Dragonfly, Ryoken, Blackhawk CLAN HEAVY OMNI MECHS BOXED	\$47.95
RAL10843	Loki, Vulture, Madcat, Thor ASSAULT OMNI MECHS BOXED SET	\$49.95
	Daishi, Masakari, Gladiator, Man O'War	

AEROTECH FIGHTERS

1/300th scale metal kits with 1 model.

RAL20702	CORSAIR	\$8.50
RAL20703	STUKA	\$10.95
RAL20704	CHEETAH F-10	\$6.95
RAL20705	STINGRAY F-90	\$8.95
RAL20706	CHIPPEWA CHP-W5	\$10.95
RAL20710	SAMURAI AEROSPACE FIGHTER	\$9.00
RAL20711	SHOLAGAR	\$7.50
RAL20712	SHILONE	\$9.95
RAL20713	SLAYER	\$10.95
RAL20720	THRUSH	\$7.95
RAL20721	TRANSIT	\$7.95
RAL20722	TRANSRESSOR	\$9.95
RAL20723	WARRIOR HELICOPTER	Due June
RAL20724	MECHBUSTER FIGHTER	Due June

MECHWARRIOR

Each blister contains 1 or 3 25mm figures.

RAL20900	STEINER MECHWARRIORS	\$9.00
RAL20901	STEINER GROUND TROOPS	\$8.50
RAL20903	STEINER SECURITY GUARD	\$2.95
RAL20920	KURITA MECHWARRIORS	\$8.50
RAL20921	KURITA GROUND TROOPS	\$8.50
RAL20923	KURITA MECHTECH	\$3.50
RAL20940	LIAO MECHWARRIORS	\$9.00
RAL20941	LIAO TROOPERS	\$9.00
RAL20943	LIAO AEROSPACE PILOT	\$3.50
RAL20950	CLAN ELEMENTAL 25mm	\$7.95
RAL20960	MECHWARRIORS - MARIK	\$8.50
RAL20962	SECURITY GUARD - MARIK	\$3.50
RAL20963	DROPSHIP CREWMAN - MARIK	\$3.50
RAL20980	DAVION MECHWARRIORS	\$9.00
RAL20981	GROUND TROOPERS DAVION	\$9.00
RAL20982	AEROSPACE FIGHTER PILOT DAVION	\$3.50
RAL20983	JUMPSHIP CREWMAN - DAVION	\$3.50
RAL10850	KURITA BATTLETROOPS (28)	\$59.95
RAL10851	STEINER BATTLETROOPS (28)	\$59.95

AD&DFANTASY

AD&D Characters

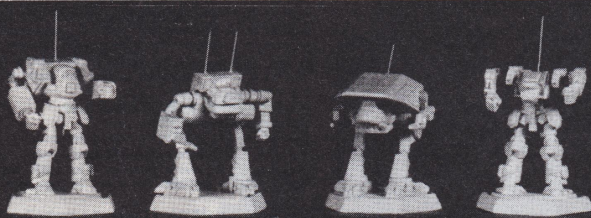
Each with 1 male & 1 female 25mm figure.

RAL11001	FIGHTERS W/2 HND SWORDS (2)	\$7.95
RAL11002	CLERICS W/STAFF & HAMMER (2)	\$7.95
RAL11003	MAGIC USERS W/STAFF & DAGGER	\$7.95
RAL11004	RANGERS W/BOW & SWORD (2)	\$7.95
RAL11005	THIEVES W/SLING & SWORD (2)	\$7.95
RAL11006	DWARF FIGHTERS W/SHLD & HAMMR	\$7.95
RAL11007	ELVEN MAGIC USERS W/STAFF	\$7.95
RAL11008	GNOME THIEVES W/DAGGER & X-BOW	\$7.95
RAL11009	ADVENTURING MAGES WITH STAFF	\$7.95
RAL11010	PALADINS W/SWORD & DAGGER	\$7.95
RAL11011	HALF ELF RANGERS-BOW & SWORD	\$7.95
RAL11012	HALFLING FIGHTER THIEVES	\$7.95
RAL11013	BARDS W/HARP & SWORD	\$7.95
RAL11014	KENDER ROGUES W/HOOPAKS	\$7.95
RAL11015	SAVAGE WARRIORS W/SPR & SHLD	\$7.95
RAL11016	HUMAN ROGUES W/SWORDS	\$7.95
RAL11017	MERCENARIES (2)	Due June
RAL11018	WILDERNESS WARRIORS (2)	Due June
RAL11019	WANDERING WARRIORS (2)	Due June
RAL11020	ELF MILITANT WIZARDS (2)	Due June

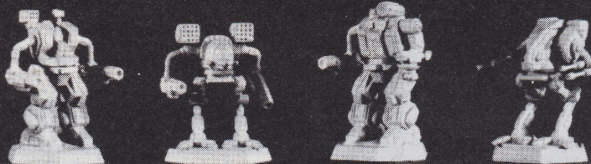
AD&D Monsters

Each with 1 - 4 25mm scale figures.

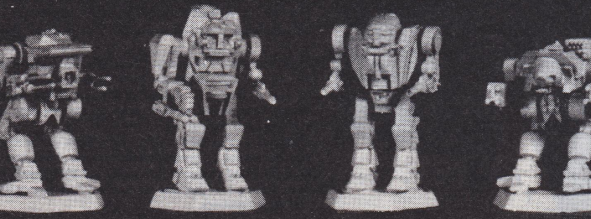
RAL11401	BEHOLDER (1)	\$8.95
RAL11402	COUATL (1)	\$7.95
RAL11403	STONE GIANT WITH AXE (1)	\$12.95
RAL11404	UMBER HULK (1)	\$9.95
RAL11405	OGRE MAGE WITH VICTIM	\$9.95
RAL11406	MIND FLAYER (1)	\$3.50
RAL11407	FIRE GIANT (1)	\$13.95
RAL11408	TROLL (1)	\$8.95
RAL11409	ORCS (4)	\$13.95
RAL11410	ETTIN (1)	\$13.95
RAL11411	OWL BEAR (1)	\$7.95
RAL11412	BUGBEARS (3)	\$13.95
RAL11413	DISPLACER BEAST (1)	\$11.95
RAL11414	CHIMERA (1)	\$15.95
RAL11415	GENIE (1)	\$16.95
RAL11416	LESSER GOLEMS-FLESH/CLAY	\$8.95
RAL11417	GREATER GOLEMS-IRON/STONE	\$13.95
RAL11418	DROW ELVES (4)	\$13.95
RAL11419	FIRBOLG WITH SWORD (1)	\$13.95
RAL11420	GNOLLS (3)	\$12.95
RAL11421	KOBOLDS (7)	\$13.95
RAL11422	CATOBLEPAS (1)	\$12.95
RAL11423	PEGASUS (1)	\$10.95
RAL11424	UNICORN (1)	\$8.95
RAL11425	IMPERIAL MINOTAURS (3)	\$14.95
RAL11426	ELEMENTALS: FIRE & EARTH	\$14.95
RAL11427	ELEMENTALS: AIR & WATER	\$13.95
RAL11428	YOUNG DRAGON OF KRYNN	\$12.95
RAL11429	ARMORED WAR DOGS & MASTER	\$12.95
RAL11430	PHASE SPIDER	\$14.95



RAL10840 Light OmniMechs



RAL10842 Heavy OmniMechs



RAL10843 Assault OmniMechs

RAL11431	STORM GIANT W/SWORD (88mm)	\$19.95
RAL11432	GOBLINS (5)	\$14.95
RAL11433	GARGOYLES (2)	\$12.95
RAL11434	GHOUTS AND GHAST (3)	\$9.95
RAL11435	RUST MONSTER (1)	\$9.95
RAL11436	STORM GIANT-AXE & SHIELD (1)	\$16.95
RAL11437	HARPIES (3)	\$12.95
RAL11438	WIGHT (1)	\$3.50
RAL11439	BASILISK (1)	\$11.95
RAL11440	CLOUD GIANT-BALL & CHAIN (1)	\$11.95
RAL11441	HIPPOGRIF (1)	\$11.95
RAL11442	GIANT TOAD (1)	\$7.95
RAL11443	SAHLUAGIN W/HAND WPNS (4)	\$13.95
RAL11444	TROGLODYTES (3)	\$13.95
RAL11445	GRIFGON (1)	\$11.95
RAL11446	ARMORED HOBGOBLINS (3)	\$11.95
RAL11447	FIRE MINION W/FLAMING SWORD	\$6.95
RAL11448	GNOMES W/HAND WEAPONS (5)	\$11.95
RAL11449	WYVERN POUNCING (1)	\$17.95
RAL11450	BEASTMEN (4)	\$12.95
RAL11451	SATYR WITH SPEAR (1)	\$3.50
RAL11452	GIANT SCORPION (1)	\$9.95
RAL11453	CYCLOPS KIN IN FURS (3)	\$12.95
RAL11454	EFFREET AND JINN W/SCIMITARS	\$14.95
RAL11455	GORGON CHARGING (1)	\$9.95
RAL11456	MIMICS-BED,CHEST,BARREL (3)	\$12.95
RAL11457	ORGS (3)	\$14.95
RAL11458	DRAGONNE	\$11.95
RAL11459	SKRAG SEA TROLL	\$8.95
RAL11460	MITES (6)	\$12.95
RAL11461	LAMASU	\$11.95
RAL11462	LAMIA	\$4.95
RAL11463	KETCH (3)	\$12.95
RAL11464	NAGA	\$3.50
RAL11465	BONESNAPPER	\$7.95
RAL11466	BLINK DOGS	\$7.95
RAL11467	MINOTAUR	\$6.95
RAL11468	TAERS	\$13.95
RAL11469	SLIGS (3)	Due June
RAL11470	MEDUSA (1)	Due June
RAL11471	NECROPHIDIUS (1)	Due June
RAL11472	ZOMBIES (3)	Due June

AD&D Ravenloft

Blisters with () 25mm figures.

RAL11100	GREATER WOLFWE (4)	\$15.95
RAL11101	WEREBATS (3)	\$10.95
RAL11102	GREATER MUMMY (4)	\$13.95
RAL11103	DEMI-HUMAN VAMPIRES (3)	\$10.95
RAL11104	VAMPYRES (3)	\$9.95
RAL11105	VILLAGE MOB (7)	\$17.95
RAL11106	VILLAGE PERSONALITIES (4)	\$12.95
RAL11107	GOBLINS (3)	\$9.95

AD&D Dark Sun

Blisters with () 25mm figures.

RAL11700	GLADIATORS (3) DARK SUN	\$9.95
RAL11701	THRI-KREEN (3) DARK SUN	\$14.95
RAL11702	CRODLU RIDERS (3) DARK SUN	\$15.95
RAL11703	ELVES (3) DARK SUN	\$9.95
RAL11704	CLIFF GLIDER DARK SUN	\$17.95
RAL11705	TEMPLARS (3) DARK SUN	\$9.95
RAL11706	TEMBO DARK SUN	\$7.95
RAL11707	DARK SUN ADVENTURERS	\$9.95
RAL11708	DARK SUN FEMALE GLADIATORS (3)	\$10.95
RAL11709	DARK SUN HALF GIANTS (2)	\$19.95
RAL11710	DARK SUN JOZHALS (5)	\$10.95
RAL11711	DARK SUN BELGOI (3)	\$9.95

AD&D Boxed Sets

Each with () 25mm figures.

RAL10500	RED DRAGON OF KYRNN & RIDER	\$39.95
RAL10501	DRAGONIANS (10)	\$34.95
RAL10502	HEROES OF THE LANCE (10)	\$29.95
RAL10503	HUMA'S SILVER DRAGON	\$39.95
RAL10504	VILLAINS OF KYRNN (9)	\$34.95
RAL10509	DUNGEON GAME MINIATURES (10)	\$34.95
RAL10510	D&D BASIC HEROES (10)	\$29.95
RAL10511	RAVENLOFT DENIZENS (10)	\$29.95
RAL10512	D&D MONSTERS (20)	Due June
RAL10540	DARK SUN CHARACTERS (20)	\$69.95
RAL10541	DARK SUN LIGHT CHARIOT	\$34.95
RAL10550	HEROES OF FRGTTN REALMS(10)	\$29.95

BattleSystem Brigades

Boxed Sets with 25mm figures.

RAL10560	THE HORDE-HOEKUN CLAN (19 CAV)	\$69.95
RAL10561	Leader, 6 hvy cav, 12 light cav BILLIDUMS MARAUDERS (13)	\$59.95
RAL10562	Hill giant & 12 ogres GREY BLOSSOM REGIMENT (26)	\$59.95
RAL10563	Mtd Hero, sohei, 24 bushi SKULL SMASHERS REAVERS (17)	\$59.95
RAL10564	Gnoll hero, shaman, 15 gnoll warrior IRON LORDS DWARF ORC-FOES (26)	\$59.95
RAL10565	Hero, cleric, 6 halberds, 6 X-bows, 12 axemen LORD HARCOURTS KNIGHTS (20)	\$59.95
RAL10566	Lord, cleric, 6 mtd knights, 12 longbowmen LORD SOTHS CHARGE (13)	Due June

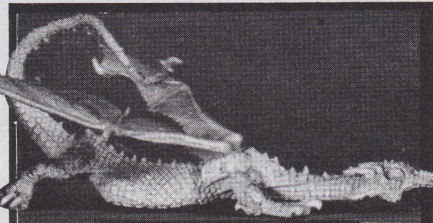
FANTASY

PERSONALITIES

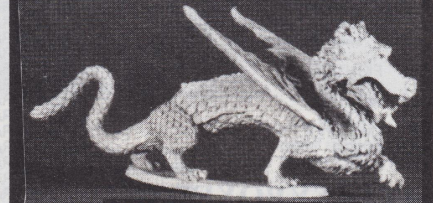
Blisters with 1 - 4 25mm figures.

RAL01001	EVIL WIZARD W/FINGER (1)	\$3.50
RAL01003	BALROG (1)	\$10.95
RAL01004	CLERIC W/COBRA STAFF (1)	\$3.50
RAL01007	WINGED SERPENT (1)	\$7.50
RAL01010	HILL TROLL (1)	\$7.95
RAL01017	PEGASUS WITH RIDER	\$10.95
RAL01019	ANGEL OF DEATH W/SCYTHE	\$8.95
RAL01027	RANGERS, MTD & ON FOOT	\$10.95
RAL01030	WRAITH WITH SICKLE	\$3.50
RAL01035	LAND DRAGON W/LANCER	\$10.95
RAL01038	WINGED PANTHER (1)	\$9.95
RAL01040	WEREBEAR (1)	\$9.95

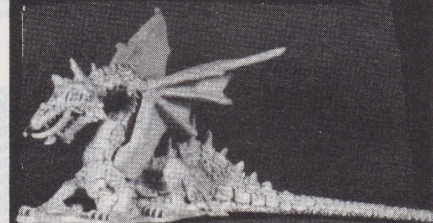
RAL01045	EARTH DAEMON (ELEMENTAL)	\$10.95
RAL01047	ARMORED CENTAUR W/BOW & SPEAR	\$8.95
RAL01051	GRIFFIN	\$8.95
RAL01060	DUNGEON LADY (1)	\$3.50
RAL01068	DRAGON BOXED	\$19.95
RAL01069	DJINN (1)	\$9.95
RAL01071	UNICORN WITH MTD VIRGIN	\$8.95
RAL01072	COLD DRAKE	\$19.95
RAL01083	WAR DRAGON BOXED	\$22.50
RAL01084	EVIL LORD BOXED	\$22.50
RAL01089	WITCH KING ON CHARGER	\$10.95
RAL01090	STORM GIANT WITH AXE	\$10.95
RAL01091	MTD ELF HERO IN PLATE	\$10.95
RAL01093	ANTI-PALADIN MTD & FOOT	\$10.95
RAL01094	GOLDEN DRAGON	\$34.95
RAL01095	JABBERWOCK (1)	\$10.95
RAL01096	HIPPOGRIF (1)	\$9.95
RAL01106	HALF ELVES (4)	\$11.95
RAL01109	CLOUD GIANT WITH CLUB	\$17.95
RAL01114	THIEVES (4)	\$13.95
RAL01124	WARRIORS OF CHAOS (4)	\$13.95
RAL01125	MTD CHAOS CHAMPION W/AXE	\$11.95



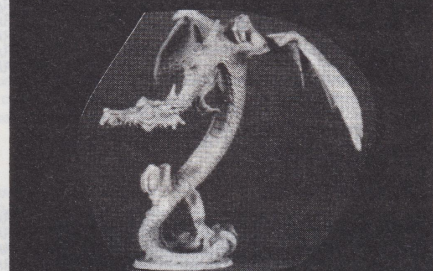
RAL01094 Golden Dragon



RAL01138 Black Dragon



RAL01146 Forest Dragon



RAL01139 Blue Dragon



RAL01151 Sea Dragon



RAL01140 Undead Dragon

RAL01126	MTD CHAOS LORD W/SWORD	\$11.95
RAL01128	BRIGANDS TREASURE CARAVAN	\$17.95
RAL01129	CELESTIAL DRAGON	\$19.95
RAL01132	CHAOTIC ONES (2)	\$7.50
RAL01133	GUARDIANS OF DOOM (2)	\$7.95
RAL01134	LAWFUL FIGHTING COMPANIONS (2)	\$7.95
RAL01135	LAWFUL SWORDMASTERS (2)	\$7.95
RAL01136	CHAOTIC DOOM KNIGHTS (2)	\$7.95
RAL01137	CHAOTIC SKULL KNIGHTS (2)	\$7.95
RAL01138	BLACK DRAGON	\$19.95
RAL01139	BLUE DRAGON	\$19.95
RAL01140	UNDEAD DRAGON	\$19.95
RAL01143	MALOTIAN SPEARMEN (2)	\$7.50
RAL01146	FOREST DRAGON	\$19.95
RAL01147	BOARAK DEATH RIDER (1)	\$8.95
RAL01148	PERFIDION KNIGHT OF CHAOS LORDS	\$8.95
RAL01149	ESCHEATER THE COLLECTOR (1)	\$8.50
RAL01150	SOLEICSMIC, SERVANT OF CHAOS	\$8.50
RAL01151	SEA DRAGON	\$19.95
RAL01155	GIANT GRIFGON (1)	\$13.95
RAL01159	ELITE ARMORED DWARF GUARDS	\$7.95
RAL01160	ORC WAR CHIEFTAINS (2)	\$7.00
RAL01161	DEMON CREATURES OF CHAOS (2)	\$8.50
RAL01313	TROLL GIANT WITH STONE AXE	\$10.95
RAL01314	BRASS DRAGON	\$19.95
RAL01401	WHITE WIZARD	\$10.95
RAL01402	CARN, WARRIOR/MAGE	\$11.95
RAL01403	CYMBORIC, HIGH ELF W/LORD	\$11.95
RAL01404	LEONARA, WARRIOR CHAMPION	\$11.95
RAL01405	CZARCHON, WITCH KING	\$10.95
RAL01406	EVIL SUPERHERO W/AXE & SHLD	\$11.95
RAL01407	PALADIN MTD W/SWORD & SHLD	\$11.95
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	\$11.95
RAL01503	GREAT RED DRAGON	\$99.95
RAL01601	DWARF CHAMPION W/SWORD (1)	\$3.50
RAL01602	ORC KING W/SWORD (1)	\$3.50
RAL01603	NECROMANCER W/WAND (1)	\$3.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	\$4.95
RAL01605	GNOME MASTER THIEF W/SWRD (1)	\$3.50

3-STAGE CHARACTERS

Each with 3 25mm figures representing low, mid, & high character classes.

RAL01315	FIGHTER PLAYER CHARACTER (3)	\$10.95
RAL01316	RANGER PLAYER CHARACTER (3)	\$10.95
RAL01317	MAGIC USER PLAYER CHARACTER (3)	\$10.95
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR (3)	\$10.95
RAL01319	ELF THIEF PLAYER CHARACTER (3)	\$10.95
RAL01320	PALADIN PLAYER CHARACTER (3)	\$10.95
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR (3)	\$10.95
RAL01322	BARBARIAN PLAYER CHARACTER (3)	\$10.95
RAL01323	DWARF FIGHTER (3 STAGE) (3)	\$10.95
RAL01324	ELF FIGHTER (3 STAGE) (3)	\$10.95
RAL01325	DRUID (3 STAGE) (3)	\$10.95
RAL01326	CLERIC 3-STAGED CHARACTER (3)	\$10.95
RAL01328	ANTI-PALADIN (3)	\$10.95
RAL01329	ELF FIGHTER/MAGE (3)	\$10.95
RAL01330	FIGHTER W/AXE (3)	\$10.95
RAL01331	ILLUSIONISTS (3)	\$10.95
RAL01332	FEMALE FIGHTERS (3)	\$10.95
RAL01333	WIZARD MAGE W/STAFF (3)	\$10.95
RAL01334	GNOME ILLUSIONIST (3)	\$10.95
RAL01335	ANTI-HERO (3)	\$10.95
RAL01336	NINJA PLAYER CHARACTER (3)	\$10.95
RAL01337	FEMALE MAGIC USER (3)	\$10.95
RAL01338	EVIL SHAMAN PLAYER CHARACTER (3)	\$10.95
RAL01339	DROW ELF PLAYER CHARACTER (3)	\$10.95

FANTASY ARMY PACKS

Blisters with 4 - 6 foot or 2 - 3 cavalry

RAL02002	WOOD ELF W/BOW & SWORD	\$14.95
RAL02003	WOOD ELF FIRING BOW	\$14.95
RAL02004	WOOD ELF W/PIKE	\$14.95
RAL02005	WOOD ELF CAVALRY W/SPEAR	\$14.95
RAL02009	HIGH ELF W/AXE	\$14.95
RAL02014	HIGH ELF FIRING BOW (6)	\$14.95
RAL02015	HIGH ELF CAVALRY WITH SWORD (3)	\$14.95
RAL02016	HIGH ELF CAVALRY W/SWORD	\$14.95
RAL02017	STAR BROWS SELECT	\$14.95
RAL02020	ELF CHARIOT	\$29.95
RAL02021	DEEP ELF FIRING BOW	\$14.95
RAL02023	DEEP ELF W/HALBERD	\$14.95
RAL02025	DEEP ELF CAVALRY W/LANCE	\$14.95
RAL02029	MOUNTED HALFLINGS (4)	\$14.95
RAL02030	DWARVEN ENGINEERS (6)	\$14.95
RAL02031	DWARVEN AXEMEN (6)	\$14.95
RAL02032	ELITE DWARF AXEMEN MIXED (6)	\$14.95
RAL02033	DWARVES WITH 2 HANDED AXES (6)	\$14.95
RAL02034	DWARVEN CAVALRY (3)	\$14.95
RAL02035	DWARVEN ARQUEBUSIERS (6)	\$14.95
RAL02036	DWARF W/HAMMER (6)	\$14.95
RAL02037	DWARVEN SWORDSMEN (6)	\$14.95
RAL02038	DWARF W/CROSSBOW (6)	\$14.95
RAL02039	DWARVEN COMMAND (4)	\$14.95
RAL02040	SKELETON COMMAND	\$14.95
RAL02041	MOUNTED SKELETON KNIGHT	\$14.95
RAL02042	SKELETAL KNIGHT	\$14.95
RAL02043	SKELETAL ARCHERS	\$14.95
RAL02044	ASSTD SKELETAL MELEE TROOPS	\$14.95
RAL02045	DEALERS OF DEVASTATION	\$14.95
RAL02050	MIXED IMP SKIRMISHERS	\$13.95
RAL02055	RATLING SKIRMISHERS (6)	\$12.95
RAL02056	RATLING ASSAULT TROOPS (6)	\$14.95
RAL02057	RATLING COMMAND (6)	\$12.95
RAL02062	LESSER ORC ARCHERS	\$12.95
RAL02065	LESSER ORC MELEE TROOPS	\$14.95
RAL02070	MIXED ORC SPEARMEN (6)	\$14.95
RAL02072	MIXED ORC SWORDMEN (6)	\$14.95
RAL02073	KORGS KILLERS (6 ORCS)	\$13.95
RAL02077	ORC ARCHERS (6)	\$13.95
RAL02078	WAR MACHINE	\$49.95
RAL02079	ORC COMMAND GROUP	\$12.95
RAL02093	WOLF RIDERS MIXED	\$14.95
RAL02094	WOLF RIDERS & WOLF	\$14.95
RAL02095	CENTAUR SKIRMISHERS	\$12.95
RAL02097	STEEL WIND CENTAURS	\$14.95
RAL02098	ARMORED CENTAURS	\$14.95
RAL02103	CHAOTIC WARRIORS (6)	\$14.95
RAL02104	WARRIORS OF CHAOS (6)	\$14.95
RAL02105	CHAOTIC WARRIOR BOWMAN (6)	\$14.95
RAL02106	CHAOS WARRIOR CAVALRY (3)	\$14.95
RAL02107	CHAOS PIKEMEN (6)	\$14.95

RAL02110	LORD GOODWINS COMMAND (4)	\$14.95
RAL02111	KNIGHTS OF JUSTICE (3)	\$14.95
RAL02112	LANCERS OF JUSTICE (3)	\$14.95
RAL02113	LEGION OF JUSTICE ARCHERS (6)	\$14.95
RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	\$14.95
RAL02130	DAE-SHIRU COMMAND	\$12.95
RAL02131	DAE-SHIRU SKIRMISHERS	\$12.95
RAL02132	DAE-SHIRU REGULARS	\$12.95
RAL02161	DWARF BOMBARD & (3) CREW	Due June
RAL02162	DWARF BLMRTHR & (4) CREW	Due June
RAL02163	DWARF CATAPLT & (3) CREW	Due June

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02210	HIGH ELF SWORD	\$3.50
RAL02211	HIGH ELF ADVANCING	\$3.50
RAL02214	HIGH ELF FIRING BOW (1)	\$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	\$3.50
RAL02228	HALFINGS W/AXES & SWORDS	\$3.50
RAL02301	FIGHTER IN PLATEMAIL W/HELMET	\$3.50
RAL02302	PALADIN W/GREATSWORD	\$3.50
RAL02303	RANGER IN MAIL W/BOW	\$3.50
RAL02304	CHAOTIC WARRIOR W/GREATSWORD	\$3.50
RAL02305	CHARGING FIGHTER	\$3.50
RAL02307	HEROIC KNIGHT	\$3.50
RAL02308	FIGHTER WITH LONGBOW	\$3.50
RAL02309	ANTI-HERO W/AXE	\$3.50
RAL02310	FEMALE FIGHTER W/ROUND SHIELD	\$3.50
RAL02311	CAVALIER KNIGHT	\$3.50
RAL02312	WARRIOR LORD	\$3.50
RAL02331	MASTER THIEF	\$3.50
RAL02332	BRIGAND THIEF	\$3.50
RAL02333	ACROBATIC THIEF	\$3.50
RAL02334	CLOAKED ASSASSIN	\$3.50
RAL02335	NINJA ASSASSIN	\$3.50
RAL02351	WIZARD W/STAFF	\$3.50
RAL02352	ADVENTURER WIZARD	\$3.50
RAL02353	ILLUSIONIST CONJURING	\$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	\$3.50
RAL02355	WIZARD W/RUNESWORD	\$3.50
RAL02356	FEMALE MAGIC USER	\$3.50
RAL02371	CLERIC W/BALL & CHAIN	\$3.50
RAL02372	ARMORED CLERIC	\$3.50
RAL02373	DRUID	\$3.50
RAL02375	INQUISITOR W/SWORD OF JUSTICE	\$3.50
RAL02376	FEMALE CLERIC	\$3.50
RAL02391	BARD	\$3.50

FANTASY MONSTERS

Blister with 1 or () scale metal figures.

RAL02401	GREAT FIRE DRAGON	\$19.95
RAL02403	WERETIGER	\$3.50
RAL02404	GARGOYLE	\$5.00
RAL02405	DEMON	\$5.50
RAL02406	ARMORED MINOTAUR W/SPEAR	\$5.50
RAL02407	HELL HOUNDS (3)	\$10.95
RAL02408	LION CENTAURS	\$9.95
RAL02412	RATLINGS	\$12.95
RAL02415	TROLLS	\$13.95
RAL02416	ARMORED OGRES	\$11.95
RAL02417	TREE SHEPHERD	\$19.95

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

RAL02901	HYDRA SMALL	\$11.95
RAL02902	FEMALE GIANT	\$13.95
RAL02903	ARMORED CENTAURS (MALE & FEM)	\$10.95
RAL02908	MANTICORE	\$9.95
RAL02909	UNICORN	\$6.50
RAL02910	LIONS (MALE & FEMALE)	\$7.95
RAL02911	ATTACK DOGS	\$7.00
RAL02912	GIANT RATS	\$7.50
RAL02922	GNOMES	\$10.95
RAL02925	RANGERS (3)	\$10.95
RAL02927	FEMALE WARRIORS	\$10.95

RAL02928	WYVERN	\$13.95
RAL02929	GNOMES (4)	\$13.95
RAL02931	FIGHTING PALADIN	\$3.50
RAL02932	ANTI-HERO W/2-HANGED AXE	\$3.50
RAL02933	HALF ELF CHAMPION	\$3.50
RAL02934	BARBARIAN GIANT	\$13.95
RAL02936	ARMORED MINOTAUR W/SWORD	\$9.00
RAL02937	FIGHTING PEGASUS	\$10.95
RAL02938	SKELETON WARRIORS	\$11.95
RAL02939	GNOLL CHAMPION W/HENCHBEASTS	\$10.95
RAL02940	SKELETAL GIANT	\$13.95
RAL02941	CHAOTIC WAR DRAGON & RIDER	\$19.95
RAL02942	BARBARIANS (3)	\$9.95
RAL02943	ARMORED OGRE	\$8.95
RAL02944	DRAGONMEN	\$11.95
RAL02945	SABRETOOTH	\$4.95
RAL02948	ARCHERS (3)	\$9.95
RAL02949	GREY WIZARD	\$3.50
RAL02950	UNDEAD NINJA	\$3.50
RAL02951	KI-RIN	\$6.50
RAL02952	SKELETAL BEASTMEN (4)	\$13.95
RAL02953	WARGCAT W/GNOLL RIDER	\$6.50
RAL02954	WINGED DEMON LORD	\$13.95
RAL02955	EVIL DRAGON	\$19.95
RAL02956	GIANT MINOTAUR/BEASTMAN	\$14.95
RAL02957	HOBGOBLINS (4)	\$13.95
RAL02958	FAMILIARS (MULTIPLE)	\$3.50
RAL02959	FEMALE ADVENTURERS (3)	\$10.95
RAL02960	HOBGOBLIN BOAR & RIDERS	\$13.95
RAL02961	GOATMEN	\$13.95
RAL02962	COCKATRICE	\$3.50
RAL02963	FEMALE MAGIC USERS	\$10.95
RAL02964	HIPPOGRIFF	\$9.95
RAL02965	MOUNTED SPECTRE	\$8.95
RAL02966	HALF ELF ADVENTURER	\$11.95
RAL02967	BALROG	\$11.95
RAL02968	CENTAURS - MALE & FEM	\$11.95
RAL02969	FEMALE PALADIN & ARMED UNICORN	\$10.95

ALL AMERICAN SERIES

Each with 1 25mm figure. There are twelve different figures in each code

RAL12001	FIGHTERS	\$3.50
RAL12011	ORCS	\$3.50
RAL12020	WIZARDS	\$3.50
RAL12030	UNDEAD	\$3.50
RAL12040	DWARVES	\$3.50
RAL12050	ELVES	\$3.50

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

RAL10200	NINJA (8)	\$19.95
RAL10210	GUARDIAN DRAGON	\$24.95
RAL10211	SILVER DRAGON	\$24.95
RAL10212	ROGON, BALROG DRAGON	\$24.95
RAL10308	HIGH CHIVALRY (10)	\$26.95
RAL10309	SKELETAL LEGIONS OF LICHE KING	\$26.95
RAL10310	SILVER AND STEEL (10 FEMALES)	\$34.95
RAL10320	TITANS OF TERROR BOXED SET	\$39.95
RAL10412	WAL, LORD OF THE BALROGS	\$34.95
RAL10414	WARLORDS	\$26.95
RAL10416	DUELING DRAGONS	\$44.95
RAL10417	HYDRA LARGE	\$37.50

COLLECTORS' MASTERPIECES

High Quality boxed sets with 25mm scale figures.

RAL10419	ARMORED DRAGON BOXED SET	\$34.95
RAL10420	Huge dragon with lancer. CLUTCH OF FEAR COLLECTOR SET	\$44.95
RAL10450	Dragon eating two thieves stealing her eggs. ANTAGONISTS BOXED SET	\$59.95
	Black dragon verses pegasus.	

RAL10451	BRIDGE OF SORROWS	\$69.95
	Clash against a dragon involving a bridge.	
RAL10460	BLACK DRAGON - FIRE & DARKNESS	\$34.95
RAL10461	FEARLESS FROST DRAGON	\$34.95
RAL10462	RIDING THE WIND TO VALHALLA	\$49.95
	Dwarves with gatlings riding a dragon.	
RAL10463	T-CHAR DRAGON - FIRE, FURY, DOOM	\$49.95
RAL10464	NIDHOGG THE WYRM	\$49.95
RAL10465	DURINS DOOM	Due June
	Dragon about to eat some dwarves.	

RAL PARTHA IMPORTS

Blister with 1 or () 25mm metal figures.

RAL23621	DWARF WITH RUNE-SPANNER	\$3.50
RAL31001	LORD OF DARKNESS	\$4.95
RAL31002	WRAITH RIDER ON WINGED MOUNT	\$12.95
RAL31003	GHOST	\$3.50
RAL31004	GHOUL	\$3.50
RAL31005	MINOTAUR	\$5.50
RAL31006	WEREWOLF	\$3.50
RAL31007	ZOMBIE	\$3.50
RAL31008	MEDUSA	\$3.50
RAL31009	MUMMY	\$3.50
RAL31010	MIND SLAYER	\$3.50
RAL31012	GIANT HALF TROLL CHAMPION	\$11.95
RAL31016	DRUID & BEAR	\$7.50
RAL31017	DEMON BEAST	\$13.95
RAL31020	WERERAT	\$3.50
RAL31021	EAGLE	\$6.50
RAL31022	WRAITH W/FLAMING SWORD	\$3.50
RAL31023	LIZARD MEN (3)	\$9.95
RAL31024	GREATER ANIMALS (6)	\$14.95
RAL31025	LESSER ANIMALS (7)	\$15.95
RAL31026	WYVERN	\$13.95
RAL31027	ARMORED CLOUD GIANT	\$5.95
RAL31028	ARMORED OGRES OF DOOM	\$14.95
RAL31029	HUNTRESS AND HUNTER DRAGON	\$13.95
RAL31030	ROBIN HOOD	\$11.95
RAL32003	SEVEN MAGIC ITEMS	\$3.50
RAL32009	EIGHT TREASURE ITEMS	\$8.95
RAL32010	SINBAD	\$7.50
RAL32011	WARRIOR MONKS	\$3.50
RAL32014	GLADIATORS	\$9.95
RAL32016	IVEA - BATTLE QUEEN & WARWOLF	\$7.95
RAL32017	LOENAR & ORIK MASTER THIEVES	\$6.95
RAL32018	SHOGUN SKELETON LORD	\$9.95
RAL36101	GRIM REAPER	\$3.50
RAL36103	LEGION OF HELL STANDARD BEARER	\$3.50
RAL36104	SKELETON RIDER ON HORSE OF HEL	\$7.95

BUSHIDORANGE

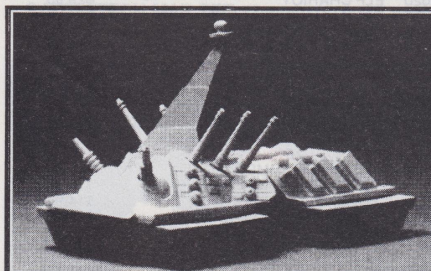
Blister with 1 - 3 25mm metal figures.

RAL53775	MOUNTED SAMURAI	\$12.95
RAL53901	SAMURAI & RONIN (3)	\$9.95
RAL53902	SAMURAI BUSHI (3)	\$9.95
RAL53903	NINJA (3)	\$9.95
RAL53904	BUDOKA & YAKUZA (3)	\$9.95
RAL53905	ORIENTAL FEMALE ADVENTURERS 3	\$9.95
RAL53906	GAKUSHO & SHUGENJA MAGICIANS 3	\$9.95
RAL53907	TENGU (3)	\$9.95
RAL53908	ONI DEMONS (3)	\$9.95
RAL53910	SHIKOME (3)	\$7.95
RAL53912	DAI-ONI (1)	\$10.95
RAL53913	ARMORED NINJA (3)	\$9.95
RAL53914	NINJA W/GIMMICK WEAPONS (3)	\$9.95
RAL53915	ARMORED SAMURAI (3)	\$9.95
RAL53916	SAMURAI ADVENTURERS (3)	\$9.95
RAL53918	MUKADE CENTIPEDE	\$11.95

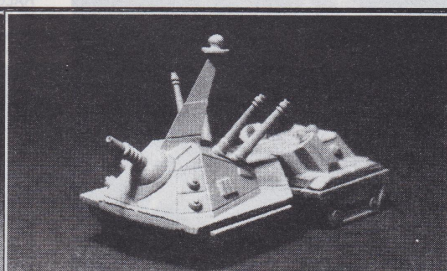
FANTASY ADVENTURERS

Blister with 1 25mm metal figure.

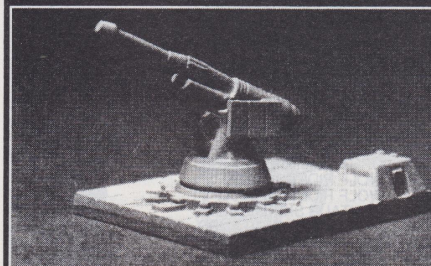
RAL61004	SNEAK THIEF WITH DAGGER	\$3.50
RAL61006	BARD W/SWORD & LUTE	\$3.50
RAL61007	MONK W/STAFF	\$3.50
RAL61008	RANGER W/SWORD & BOW	\$3.50
RAL61009	BARBARIAN CHOPPING W/2H SWORD	\$3.50
RAL61010	PALADIN W/SWORD	\$3.50
RAL61011	ILLUSIONIST W/STAFF	\$3.50
RAL61012	NINJA ASSASSIN W/SWORD	\$3.50
RAL61014	ELVEN HERO W/SWORD	\$3.50
RAL61016	FEMALE WIZARD W/DAGGER & STAFF	\$3.50
RAL61017	FEMALE THIEF W/DAGGER & SACK	\$3.50
RAL61018	FEMALE CLERIC W/MACE	\$3.50
RAL61019	FEMALE FIGHTER W/TRIANGLE SHLD	\$3.50
RAL61020	HOURI W/DAGGER	\$3.50
RAL61021	EVIL WIZARD W/SERPENT STAFF	\$3.50
RAL61022	EVIL CLERIC	\$3.50
RAL61023	EVIL PRINCESS	\$3.50
RAL61026	FIGHTER W/CHAINMAIL	\$3.50
RAL61027	AMAZON W/SWORD	\$3.50
RAL61029	DWARF CHAMPION W/AXE	\$3.50
RAL61030	FEMALE RANGER	\$3.50
RAL61031	PALADIN W/FULL CHAINMAIL	\$3.50
RAL61034	GNOME WARRIOR THIEF	\$3.50
RAL61038	NINJA PERSONALITY W/SWORD	\$3.50
RAL61042	FEMALE PALADIN IN PLATE W/MACE	\$3.50
RAL61043	BARBARIAN HEROINE W/SWORD	\$3.50
RAL61046	MAILED WARRIOR W/DUNGEON APPRL	\$3.50
RAL61047	SORCERESS IN DUNGEON ATTIRE	\$3.50
RAL61048	SWASHBUCKLER THIEF	\$3.50
RAL61050	THIEF W/LONGSWORD IN AMBUSH	\$3.50
RAL61051	FEMALE DUELLIST W/2 SWORDS	\$3.50
RAL61052	DUELLIST W/2 SWORDS	\$3.50
RAL61053	TORQUEMADA, CHAOS CONQUEROR	\$3.50
RAL61054	ZORA, GYPSY SORCERER	\$3.50
RAL61055	BRAN MAC, KING OF THE PICTS	\$3.50
RAL61056	BAL, LORD HIGH EXECUTIONER	\$3.50
RAL61057	BELINDA, KNIGHT OF LIGHT	\$3.50
RAL61058	DARLENE, WARRIORESS OF LIGHT	\$3.50
RAL61059	MELORIAN, RADIANT ADVENTURESS	\$3.50
RAL61065	CHAOTIC BARBARIAN ATTILA	\$3.50
RAL61066	HERCULES	\$3.50
RAL61067	HEROIC WIZARD	\$3.50



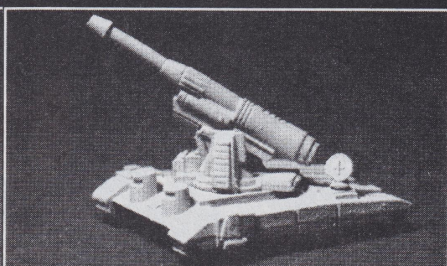
N.A. Combine OGRE Mk V 93-001



N.A. Combine OGRE Mk III 93-002



Paneuropean Howitzer 93-029



Paneuropean Mobile Howitzer 93-030



WES40413 REBEL TROOPERS # 3 (3) Due April \$9.95
 WES40414 REBEL COMMANDOS (3) Due April \$9.95
 WES40415 IMPERIAL OFFICERS (3) Due April \$9.95
 WES40416 STORMTROOPERS # 4 (3) Due April \$9.95
 WES40417 REBEL COMMANDOS # 2 (3) Due April \$9.95
 WES40418 IMPERIAL ARMY TROOPERS (3) April \$9.95

GRENADIER

GENERAL FANTASY

Blisters with 1 - 3 25mm metal figures.

GRE05	ORC BEER WAGON	\$8.95
GRE06	GIANT CORSAIR	\$8.95
GRE07	DARK ELVES	\$8.95
GRE08	FEMALE FIGHTER MTD & STANDING	\$8.95
GRE10	KING & PRINCE	\$8.95
GRE12	IDOL WITH GEMS	\$8.95
GRE13	QUEEN, PRINCESS, & JESTER	\$8.95
GRE14	SKELETON MTD & STANDING	\$8.95
GRE15	BATTLE CYCLOPS	\$8.95
GRE16	PLAINS ELVES	\$8.95
GRE17	WERERAT SKELETONS	\$8.95
GRE20	ORC COMMAND GROUP	\$8.95
GRE22	GOBLIN COMMAND GROUP	\$8.95
GRE23	AMAZON COMMAND GROUP	\$8.95
GRE24	WAR OGRE COMMAND GROUP	\$8.95
GRE26	SKELETON SHIELD WARRIORS	\$8.95
GRE27	SKELETON COMMAND GROUP	\$8.95
GRE29	MEN-AT-ARMS	\$8.95
GRE30	GIANT OGRE CHAMPION	\$8.95
GRE32	UNDERWORLD BOATMAN	\$8.95
GRE33	SKELETON SHIELD WARRIORS	\$8.95
GRE35	SNOW GIANT	\$8.95
GRE36	DRAGON MEN	\$8.95
GRE38	MAGIC USERS	\$8.95
GRE40	GOBLIN WARRIORS	\$8.95
GRE42	SKELETON BERSERKERS	\$8.95
GRE44	SKELETON LIGHT INFANTRY	\$8.95
GRE45	KNIGHTS	\$8.95
GRE46	DWARF CHAMPIONS	\$8.95
GRE48	RAFT WITH CREW	\$8.95
GRE49	BANDITS/BRIGANDS	\$8.95
GRE50	PIRATES	\$8.95
GRE52	YETI	\$8.95
GRE55	CHAOS OGRE	\$8.95
GRE57	BAT PEOPLE	\$8.95
GRE58	CYCLOPS DRAGON	\$8.95
GRE59	DEATH WIZARDS	\$8.95
GRE60	MUTATED TROLL	\$8.95
GRE61	THOG MUMMY LORD	\$8.95
GRE63	CLOUD GIANT	\$8.95
GRE65	MANTICORE	\$8.95
GRE67	DEMON MAGE (HUGE)	\$8.95
GRE68	CHAOS WARRIORS (2)	\$8.95
GRE69	HUGE TROLL (WITH SHADES)	\$8.95
GRE70	UNDEAD DWARVES (3)	\$8.95
GRE71	HUGE FROST GIANT	\$8.95
GRE72	HOBGOBLINS (3)	\$8.95
GRE73	CHAOS DWARVES (3)	\$8.95
GRE74	ORC CHEIFTAIN & GIANT BODYGRD	\$8.95
GRE75	ZOMBIE HEROES (3)	\$8.95
GRE76	DARK TOWER GUARDS	\$8.95
GRE78	DJINNI	\$8.95
GRE901	DJINNIEFRITI	\$8.95
GRE302	DRAGON TURTLE	\$8.95
GRE303	ELEMENTALS # 1	\$8.95
GRE304	ELEMENTALS # 2	\$8.95
GRE305	WERE CREATURES	\$8.95
GRE306	MUMMYS	\$8.95
GRE307	LICHE LORDS	\$8.95
GRE308	ORCS	\$8.95
GRE309	KOBOLDS	\$8.95
GRE310	ZOMBIES	\$8.95
GRE311	RAKSHASA	\$8.95
GRE312	FIGHTING MEN	\$8.95
GRE313	STORM GIANT	\$8.95
GRE314	MANTICORE & OWL-BEAST	\$8.95
GRE315	FLYING CARPET	\$8.95
GRE316	MONSTERS OF LEGENDS	\$8.95
GRE317	UMBERHULK	\$8.95
GRE318	DWARF HYDRA	\$8.95

GRE809	FIGHTING BARD	\$3.25
GRE811	WHITE MAGE	\$3.25
GRE812	FEMALE CLERIC	\$3.25
GRE814	CHAOTIC HERO	\$3.25
GRE815	NORTHMAN REAVER	\$3.25
GRE816	ELF FIGHTER	\$3.25
GRE817	ROBED CLERIC	\$3.25
GRE818	BUCCANEER	\$3.25
GRE819	CAVALIER	\$3.25
GRE822	EVIL DWARF	\$3.25
GRE823	HALFLING SCOUT	\$3.25
GRE824	LADY MAGE	\$3.25
GRE826	FIGHTER W/CROSS BOW	\$3.25
GRE829	ASSASSIN	\$3.25
GRE831	FEMALE FIGHTER	\$3.25
GRE836	FIGHTER MAGE	\$3.25
GRE837	RANGER IN PLATE ARMOR	\$3.25
GRE839	ILLUSIONIST	\$3.25
GRE842	PRINCESS	\$3.25
GRE843	FEMALE THIEF	\$3.25
GRE844	DARK ELF	\$3.25
GRE845	HALF ELF FIGHTER THIEF	\$3.25
GRE846	ARMORED CLERIC	\$3.25
GRE850	BARBARIAN FIGHTER	\$3.25
GRE852	CONJUROR	\$3.25
GRE853	HALFLING THIEF	\$3.25
GRE855	FEMALE BARBARIAN	\$3.25
GRE856	HERO	\$3.25
GRE857	ANTI HERO	\$3.25
GRE858	ELVEN WARRIOR	\$3.25
GRE861	ADVENTURING WIZARD	\$3.25
GRE862	ROGUE THIEF	\$3.25
GRE863	DRUID	\$3.25
GRE864	FIGHTER IN PLATE MAIL	\$3.25
GRE865	ELVEN ARCHER	\$3.25
GRE866	FEMALE HALFLING	\$3.25
GRE867	FEMALE SAMURAI	\$3.25
GRE868	ELVEN THIEF	\$3.25
GRE869	CHAOTIC THIEF	\$3.25
GRE870	CHAMPION W/SWORD & SHIELD	\$3.25
GRE871	MERCENARY	\$3.25
GRE872	HALF ORC	\$3.25
GRE875	KNOLL CHAMPION	\$3.25
GRE877	DEVA	\$3.25
GRE878	LICHE	\$3.25
GRE879	WERERAT COMMANDER	\$3.25
GRE880	WRAITH	\$3.25
GRE881	SUCCUBUS	\$3.25
GRE883	MERCHANT THIEF	\$3.25
GRE884	FEMALE ROGUE	\$3.25
GRE885	FEMALE ELF RANGER	\$3.25
GRE886	DARK ELF SORCERER	\$3.25
GRE887	BERSERKER	\$3.25
GRE890	YOUNG MAGE	\$3.25
GRE891	ADVENTURE CLERIC	\$3.25
GRE892	BARBARIAN ARCHER	\$3.25
GRE893	CHAMPION WITH TWO H/SWORD	\$3.25
GRE894	GREY WIZARD	\$3.25
GRE895	WHITE WITCH	\$3.25
GRE896	BLACK SORCERESS	\$3.25
GRE8101	FIGHTING PALADIN	\$3.25
GRE8102	CHAOS SWORDSMAN	\$3.25
GRE8104	WIZARD ADVENTURER	\$3.25
GRE8109	MYSTERIOUS STRANGER W/SWORD	\$3.25
GRE8113	HALF ELF WARRIOR MAGE	\$3.25
GRE8114	VILLAIN	\$3.25
GRE8116	ENCHANTRESS	\$3.25
GRE8117	RANGER BOWMAN	\$3.25
GRE8118	HALFLING ADVENTURER WITH SWORD	\$3.25
GRE8119	DUNGEON RAIDER	\$3.25
GRE8120	BERSERKER IN WOLFSKIN	\$3.25
GRE8122	DESERT RAIDER	\$3.50
GRE8125	FEMALE RANGER	\$3.50
GRE8126	FEMALE BARD	\$3.50
GRE8128	ELVEN RANGER	\$3.50
GRE8129	DARK WIZARD	\$3.50
GRE8130	ARMORED WARRIOR	\$3.50
GRE8131	ROYAL PALADIN	\$3.50
GRE8132	EVIL ARCHER	\$3.50
GRE8133	DWARF WITH CROSSBOW	\$3.50
GRE8134	ROGUE ADVENTURER	\$3.50
GRE8135	FEMALE WOOD ELF	\$3.50
GRE8136	ARMORED FEMALE CLERIC	\$3.50
GRE8137	NINJA	\$3.50
GRE8138	DARK HERO	\$3.50
GRE8139	SKELETON CHAMPION	\$3.50

SHADOWRUN

Blisters with 1 25mm metal figures.

RAL10860	DRAGON & HUMAN IMAGE	\$39.95
RAL20500	SHADOW RUNNERS (4)	\$13.95
RAL20501	DECKERS (3)	\$10.95
RAL20502	HUMAN STREET SAMURAI (3)	\$10.95
RAL20503	MAGI (3)	\$10.95
RAL20504	DEMI-HUMAN STREET SAMURAI (3)	\$9.95
RAL20505	ELVES (4)	\$12.95
RAL20506	CORPORATE CONTACTS (3)	\$9.95
RAL20507	GO-GANGERS (4 GUYS & 2 BIKES)	\$16.95
RAL20508	RIGGERS AND ROCKERS (4)	\$12.95
RAL20509	HUMAN STREET GANG (3)	\$9.95
RAL20510	CORPORATE SECURITY GUARDS (5)	\$14.95
RAL20511	LONE STAR STREET COPS (5)	\$14.95
RAL20512	WENDIGO AND SASQUATCH	\$12.95
RAL20513	GHOUls (4)	\$12.95
RAL20514	CORPORATE GUARD ANIMALS (3)	\$12.95
RAL20515	VAMPIRES MALE & FEMALE	\$7.95
RAL20516	MERCS AND BOUNCERS	\$12.95
RAL20517	SHAPESHIFTERS, WERETIGER, WOLF	\$14.95
RAL20518	SHADOWBEAT JOURNALISTS (4)	\$12.95
RAL20519	TRIBALS (4)	\$12.95
RAL20520	YAKUZA (4)	\$12.95
RAL20521	ORK BIKER & BIKE	\$12.95
RAL20522	META HUMAN TRIBALS	\$12.95
RAL20523	COPROPRATE INTERDICTION TEAM	\$12.95
RAL20524	RIGGERS & DRONES (5)	Due July
RAL20525	STRIKE FORCE BRAVO (4)	Due July
RAL20526	DWARF STREET GANG (4)	Due July
RAL20527	SHADOWRUN MONSTER	Due July
RAL20528	BLACK ICE ICONS	Due July
RAL20529	WASP MALE SPIRITS	Due July
RAL20530	WASP QUEEN & HUMAN HOST	Due July
RAL20531	COMBAT MAGES	Due July

OGRE

Blisters with 1/285th scale metal vehicles.

RAL93001	N.A. COMBINE OGRE MK V	\$26.95
RAL93002	N.A. COMBINE OGRE MK III	\$19.95
RAL93025	PANEUROPEAN GEV (3)	\$9.95
RAL93026	PANEUROPEAN MISSILE TANK (3)	\$9.95
RAL93027	PANEUROPEAN LIGHT TANK (3)	\$9.95
RAL93028	PANEUROPEAN HEAVY TANK (3)	\$9.95
RAL93029	PANEUROPEAN HOWITZER (3)	\$9.95
RAL93030	PANEUROPEAN MOBILE HOWITZER (3)	\$9.95
RAL93031	PANEUROPEAN SPR HVY TANK (3)	\$9.95
RAL93032	PANEUROPEAN GEV-PC (3)	\$9.95
RAL93033	PANEUROPEAN INFANTRY (3)	\$9.95
RAL93034	PANEUROPEAN MISSILE CRAWLER	\$9.95

WEST END GAMES

STAR WARS

Blisters with 3 25mm metal figures.

WES40401	LUKE, R2D2, C3PO (3) Due April	\$9.95
WES40402	HAN, CHEWIE, LEIA (3) Due April	\$9.95
WES40403	STORMTROOPERS # 1 (3) Due April	\$9.95
WES40404	STORMTROOPERS # 2 (3) Due April	\$9.95
WES40405	REBEL TROOPERS # 1 (3) Due April	\$9.95
WES40406	REBEL TROOPERS # 2 (3) Due April	\$9.95
WES40407	USERS OF THE FORCE (3)	\$9.95
WES40408	PILOTS & GUNNERS (3)	\$9.95
WES40409	STORMTROOPERS # 3 (3)	\$9.95
WES40410	IMPERIAL HVY BLSTR & CREW	\$9.95
WES40411	IMPERIAL ARMY TROOPERS (3) April	\$9.95
WES40412	IMPERIAL NAVY TROOPERS (3) April	\$9.95

FANTASY PERSONALITIES

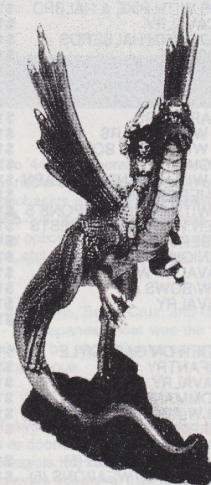
Blisters with 1 - 3 25mm figures.

GRE701	RANGERS/FORESTERS	\$8.95
GRE702	WERERATS	\$8.95
GRE705	DEATH LORDS	\$8.95
GRE707	ELVES	\$8.95
GRE708	HIGH ELVES MTD & FOOT	\$8.95
GRE709	MTD KNIGHT W/YEOMAN	\$8.95
GRE710	PALADINS	\$8.95
GRE714	WOOD ELVES	\$8.95
GRE715	DUNGEONEERS	\$8.95
GRE718	FEMALE ADVENTURERS	\$8.95
GRE721	ROGUES	\$8.95
GRE723	HIGH ELVES	\$8.95
GRE724	CENTAURS	\$8.95

FANTASY CHARACTERS

Excellent range of single 25mm figures.

GRE801	PALADIN	\$3.25
GRE803	EVIL MAGE	\$3.25
GRE804	HALF ELF FIGHTER MAGE	\$3.25
GRE806	SWORDSWOMAN	\$3.25
GRE807	ARMORED BARBARIAN	\$3.25



9604

FANTASY WARRIORS I

Blister packs with 1 - 3 25mm figures.

GRE901	WIZARD & COMPANIONS	\$8.95
GRE902	CLERIC & COMPANIONS	\$8.95
GRE903	RANGER & COMPANIONS	\$8.95
GRE904	THIEF & COMPANIONS	\$8.95
GRE905	BARBARIAN & COMPANIONS	\$8.95
GRE906	FIGHTER & COMPANIONS	\$8.95
GRE907	OGRE ARMORED	\$8.95
GRE908	OGRE BERSERKER	\$8.95
GRE909	OGRE MERCENARY	\$8.95
GRE910	ORC WOLF RIDER CHAMPION	\$8.95
GRE911	ORC WOLF RIDER ARCHER	\$8.95
GRE912	ORC WOLF RIDER	\$8.95
GRE914	DWARVEN URSINE CAV W/AXE	\$8.95
GRE915	DWARVEN LEADER	\$8.95
GRE917	UNDEAD WARRIOR W/ SWORD & SH	\$8.95
GRE918	UNDEAD WARRIORS	\$8.95
GRE919	GOBLIN ARCHERS	\$8.95
GRE920	GOBLIN WARRIORS	\$8.95
GRE921	GOBLIN CHAMPIONS	\$8.95
GRE922	BARBARIAN WARRIORS	\$8.95
GRE924	BARBARIAN ARCHERS	\$8.95
GRE925	L GOBLIN RABBLE	\$8.95
GRE926	GREAT GOBLIN	\$8.95
GRE928	GOBLIN BATTLE STD	\$8.95
GRE929	DWARF URSINE LEADER	\$8.95
GRE931	DWARVES WITH SPEARS	\$8.95
GRE932	DWARVES W/2 HANDED WEAPONS	\$8.95
GRE935	DWARVEN SCOUTS	\$8.95
GRE936	DWARVEN CHAMPIONS AND HEROES	\$8.95
GRE938	TROLL WITH CUTTING WEAPONS	\$8.95
GRE939	TROLL WITH SMASHING WEAPONS	\$8.95
GRE940	TROLL WITH STONE CLUB	\$8.95
GRE941	WAR TROLL CHAMPION	\$8.95
GRE942	ORCS WITH TWO HANDED WEAPONS	\$8.95
GRE943	ORCS WITH HAND WEAPONS	\$8.95
GRE944	ORCS WITH POLE ARMS	\$8.95
GRE945	ORCS WITH SCIMITARS	\$8.95
GRE946	ORCS WITH SPEARS AND SHIELDS	\$8.95
GRE947	ORCS BOLT THROWER	\$8.95
GRE948	ORCS WITH BOWS	\$8.95
GRE949	ORCS CHAMPIONS	\$8.95
GRE950	ORCS LEADERS	\$8.95

Boxed Sets

Superb boxed sets with 10 25mm figures.

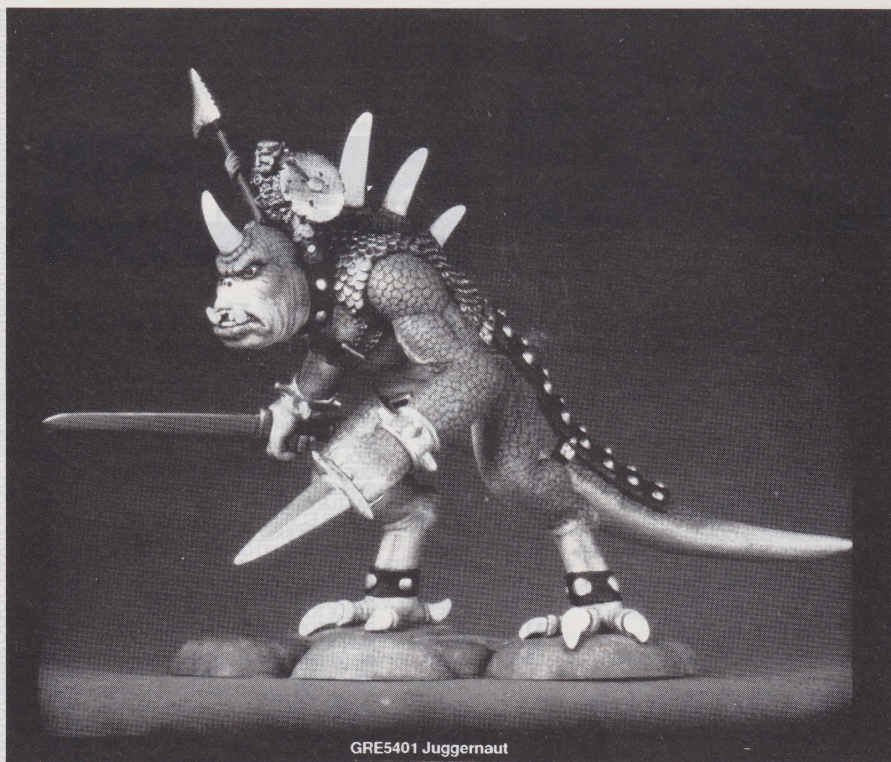
GRE9002	ORC BATTLE SET (9)	\$25.95
GRE9003	DWARF BATTLESET (9)	\$25.95
GRE9004	ORC WOLF RIDER (4)	\$25.95
GRE9005	ORC GENERALS WAR CHARIOT	\$25.95
GRE9006	HOBGOBLINS (9)	\$25.95
GRE9007	DWARF CANNON (1 + crew)	\$25.95
GRE9008	GOBLIN WAR BAND (9)	\$25.95
GRE1601	BATTLE LORDS FOOT KNIGHTS (9)	\$25.95
GRE1602	ORCS (9)	\$25.95
GRE1603	DWARVES (9)	\$25.95
GRE1604	GOBLINS (9)	\$25.95
GRE1605	AMAZONS (9)	\$25.95
GRE1606	WAR OGRES (7)	\$25.95
GRE1607	OGRES OF THE EAST (7)	\$25.95
GRE1608	CHAOS DWARVES (9)	\$25.95

FANTASY WARRIORS II

Excellent range of blister packs with 1 - 6 25mm figures.

GRE1401	WOOD ELVES WITH BOWS	\$12.95
GRE1402	WOOD ELVES WITH SPEARS	\$12.95
GRE1403	WOOD ELVES WITH SWORDS	\$12.95
GRE1404	FIGHTING MEN WITH LONG BOWS	\$12.95
GRE1405	FIGHTING MEN WITH POLE ARMS	\$12.95
GRE1406	FOOT KNIGHTS	\$12.95
GRE1407	WOOD ELF CHAMPIONS	\$12.95
GRE1408	FIGHTING MEN COMMAND	\$12.95
GRE1409	MOUNTED KNIGHTS	\$12.95
GRE1410	WOOD ELF COMMAND (4)	\$12.95
GRE1411	BARBARIANS W/HAND WEAPONS	\$12.95
GRE1412	MOUNTED PALADINS	\$12.95
GRE1413	WOOD ELF EAGLE RIDERS	\$12.95
GRE1414	FIGHTING MEN CHAMPIONS	\$12.95
GRE1415	MEDIEVAL HANDGUNNERS (5)	\$12.95
GRE1416	BARBARIAN COMMAND (4)	\$12.95
GRE1417	WOOD ELF HERO EAGLE RIDER	\$12.95
GRE1418	MEDIEVAL FOOT PALADINS (5)	\$12.95
GRE1419	CITY GUARDS WITH PIKE & HALBRD	\$12.95
GRE1420	WOOD ELF CAVALRY	\$12.95
GRE1421	FIGHTING MEN WITH HALBERDS	\$12.95
GRE1422	ELVEN LORDS	\$12.95
GRE1423	BARBARIAN WARRIORS	\$12.95
GRE1424	FIGHTING MEN W/CROSSBOWS	\$12.95
GRE1425	WOOD ELF CAVALRY COMMAND	\$12.95
GRE1426	BARBARIAN ARCHERS	\$12.95
GRE1427	HIGH ELVES WITH SPEARS	\$12.95
GRE1428	HIGH ELVES WITH LONG BOWS	\$12.95
GRE1429	BARBARIAN GIANT	\$12.95
GRE1430	HIGH ELVES WITH 2 HANDED WEAPN	\$12.95
GRE1431	BARBARIAN HEROES (5)	\$12.95
GRE1432	HALF ORCS WITH HAND WEAPONS 5	\$12.95
GRE1433	FIGHTING MEN WIZARDS & PRIESTS	\$12.95
GRE1434	BARBARIAN BERSERKERS (5)	\$12.95
GRE1435	EVIL FOOT KNIGHTS (5)	\$12.95
GRE1436	HIGH ELF CAVALRY W/LANCE (2)	\$12.95
GRE1437	HALF ORCS W/BOWS (5)	\$12.95
GRE1438	HIGH ELF CAVALRY	\$12.95
GRE1439	HALFLINGS	\$12.95
GRE501	GOBLIN LEADER ON GARGOYLE	\$12.95
GRE502	DARK ELF INFANTRY	\$12.95
GRE503	DARK ELF CAVALRY	\$12.95
GRE504	DARK ELF COMMAND	\$12.95
GRE505	DARK ELVES W/ARQUEBOWS	\$12.95
GRE506	DARK ELF WARCHIEF & HERO	\$12.95

GRE51001	UNDEAD W/HAND WEAPONS (5)	\$12.95
GRE51002	UNDEAD W/2 HANDED WEAPONS (5)	\$12.95



GRE5401 Juggernaut

GRE51003	UNDEAD ARCHERS (5)	\$12.95
GRE51004	UNDEAD CAVALRY (2)	\$12.95
GRE51005	UNDEAD COMMAND (4)	\$12.95
GRE51006	UNDEAD BOLT THROWERS (2)	\$12.95
GRE51007	NECROMANCERS (5)	\$12.95
GRE51008	WRAITHS ON HORSES (2)	\$12.95
GRE51010	LICHES, MTD & FOOT	\$12.95
GRE51011	AMAZONS WITH SWORDS & SHIELDS	\$12.95
GRE51012	AMAZONS WITH 2 HANDED WEAPONS	\$12.95
GRE51013	AMAZON ARCHERS	\$12.95
GRE51014	AMAZON GUARD	\$12.95
GRE51015	UNDEAD GIANT	\$12.95
GRE51016	UNDEAD TROLL	\$12.95
GRE51017	UNDEAD WARRIORS	\$12.95
GRE51018	UNDEAD CAVALRY COMMAND	\$12.95
GRE51019	AMAZON COMMAND	\$12.95
GRE51020	GIANTESS	\$12.95
GRE51021	AMAZON CAT RIDERS	\$12.95
GRE51022	AMAZON CAT ARCHERS	\$12.95
GRE51023	GOBLIN GIANT SPIDER RIDERS	\$12.95
GRE51024	HOBGOBLIN INFANTRY	\$12.95
GRE51025	HOBGOBLIN COMMAND	\$12.95
GRE51026	HOBGOBLIN HEROES (5)	\$12.95
GRE51027	HORSE RAIDER WARRIORS	\$12.95
GRE51028	HORSE RAIDER ARCHERS	\$12.95
GRE51029	HORSE RAIDER COMMAND	\$12.95
GRE51030	HORSE RAIDER HEROES	\$12.95
GRE51031	GOBLIN SPIDER RIDER WIZARD	\$12.95
GRE51032	GOBLIN SPIDER RIDER HERO	\$12.95
GRE51033	GOBLIN SPIDER RIDER LEADER	\$12.95
GRE51034	GOBLIN SPIDER RIDER GUNNER	\$12.95
GRE51035	UNDEAD FLYER	\$12.95
GRE51036	GOBLIN WARRIOR ON GARGOYLE	\$12.95
GRE51038	HOBGOBLIN WARRIORS (3)	\$12.95

Boxed Sets

GRE3511	GOBLIN WAR GIANT	\$59.95
Mega big giant with gobboes & platforms with bolt throwers.		
GRE5302	AMAZON ATTACK CHARIOTS	\$29.95
GRE5401	JUGGERNAUT	\$39.95
GRE5901	ORCS (50 PLASTIC FIGURES)	\$34.95
GRE5902	DWARVES (50 PLASTIC FIGURES)	\$34.95

FANTASY WARRIORS INDIVIDUALS

Blister packs with 1 25mm figures.

GRE5601	WITCH	\$3.50
GRE5602	AMAZON WARCHIEF	\$3.50
GRE5603	AMAZON BATTLELEADER	\$3.50
GRE5604	ENCHANTRESS	\$3.50
GRE5605	VALKYRIE	\$3.50
GRE5606	WRAITH	\$3.50
GRE5607	UNDEAD CHAMPION	\$3.50
GRE5608	UNDEAD STANDARD BEARER	\$3.50
GRE5609	WOOD ELF	\$3.50
GRE5610	HIGH ELF	\$3.50
GRE5611	BARBARIAN	\$3.50
GRE5612	FIGHTING MAN	\$3.50
GRE5613	FOOT KNIGHT	\$3.50
GRE5614	WOOD ELF MARKSMAN	\$3.50
GRE5615	BARBARIAN HERO	\$3.50
GRE5616	BARBARIAN BODY GUARD	\$3.50
GRE5617	BARBARIAN BATTLE LEADER	\$3.50
GRE5618	GOBLIN LEADER	\$3.50

MASTERPIECE SETS

Excellent skeletal monster series.

GRE5501	WAR MAMMOTH	Due April
GRE5502	DEATH DRAGON	Due April
GRE5503	WAR CHARIOT	\$26.95
GRE5504	DEATH GIANT - MASTERPIECE	\$26.95
GRE5505	IMPERIAL MAMMOTH	\$26.95
GRE5506	WAR RHINO	Due April

GENERAL BOXED SETS

With 7 - 10 25mm metal figures.

GRE4902	NINJA ASSASSINS BOXED SET	\$29.95
GRE5000	FANTASY WARRIORS GAME	\$69.95
(Has 51 plastic dwarves & 51 plastic orcs.)		
GRE6002	SKELETON RAIDERS OF UNDEAD	\$26.95
GRE6007	DUNGEON RAIDERS	\$26.95
GRE6008	FANTASY KNIGHTS	\$26.95
GRE6010	KING ARTHUR	\$26.95
GRE6011	KNIGHTS OF THE ROUND TABLE	\$26.95
GRE2528	GIANT GRIFIN	\$59.95
GRE2530	WAR MAMMOTH SPECIAL EDITION AF	\$59.95
GRE2531	THUNDER LIZARD W/LIZARD KING	\$59.95
GRE2532	ROC - MEGA GIANT FALCON	\$59.95
GRE2533	WAR RHINO	\$54.95

GIANTS

GRE2701	BATTLE GIANT SPECIAL EDITION	\$59.95
GRE3301	MALE FROST GIANT	\$59.95
GRE3302	FEMALE FROST GIANT	\$59.95
GRE3303	GRIM REAPER	\$44.95
GRE3306	YVETTE, ENCHANTRESS	\$44.95
GRE3307	GWYDION THE WIZARD	\$44.95
GRE3309	JOSEPHUS THE ROGUE	\$44.95
GRE3310	RAY-ANNE THE ROGUE	\$44.95
GRE3311	THE PALADIN	\$44.95
GRE3312	SHI-NAYE THE RANGER	\$44.95

DRAGONS

Superb boxed sets with 25mm scale dragons.

GRE9601	BLACK DRAGON II	\$25.95
GRE9602	RED DRAGON II	\$25.95
GRE9603	WHITE DRAGON II	Due April
GRE9604	BRASS DRAGON II	\$25.95
GRE9605	GREEN DRAGON II	\$25.95
GRE9606	SILVER DRAGON II	\$25.95
GRE9607	BLUE DRAGON II	\$25.95
GRE9608	COPPER DRAGON II	\$25.95
GRE9609	BRONZE DRAGON II	\$25.95
GRE9610	GOLD DRAGON II	\$25.95
GRE9611	PLATINUM DRAGON II	\$25.95
GRE9612	SPECTRAL DRAGON II	\$25.95

Julie Guthrie

Boxed Sets with one 25mm scale dragon.

GRE9901	GREEN DRAGON W/VICTIM	\$25.95
GRE9902	RED DRAGON	Due April
GRE9903	DRAGON ON TREASURE HORDE	\$25.95
GRE9904	SKELETAL DRAGON	Due April
GRE9905	CHAOS WAR DRAGON	\$25.95
GRE9906	GOLDEN WAR DRAGON	\$25.95
GRE9907	BLACK DRAGON	\$25.95
GRE9908	WHITE ICE DRAGONS	\$25.95
GRE9909	BLUE DRAGONS	\$25.95
GRE9910	FIRE DRAGON	\$25.95
GRE9911	HYDRA DRAGON	Due April

Special Dragons

Boxed Sets with one 25mm scale dragon.

GRE2527	INVINCIBLE DRAGON	\$59.95
GRE2529	SHADOW DRAGON	\$59.95
GRE2534	HUGE BLACK DRAGON	\$54.95

FANTASY FORGE

FANTASYFORGECATALOG

FANCAT FANTASY FORGE CATALOG \$4.95
Contains heaps of B&W and color photos of most of the range.

FANTASY RESIN SCENERY

For use with 25mm fantasy.

BattleField Scenery

FANBG01	PAVISE RESIN 25MM SCENERY	\$10.95
FANBG02	WHEELED MANTLET RESIN SCENERY	\$11.95
FANBG03	STONE WALL DEFENCES (3 FT)	\$34.95
FANBG04	SPIKED PALLISADES (2 FT LONG)	\$29.95
FANBG05	ARCHERS STAKES RESIN SCENERY	\$15.95
FANBG06	SPIKED PITS RESIN 25MM SCENERY	\$15.95

General Fantasy

FANDA01	DAIS, SQUARE, CIRCULAR, HEXAGNL	\$11.95
FANDA02	SKULL FOUNTAINS (2)	\$14.95
FANDA03	COFFINS (6)	\$11.95
FANDA04	URNS (6)	\$11.95
FANDB01	STONE FLOORS (6)	\$14.95
FANDB02	WOODEN FLOORS (6)	\$14.95
FANDB03	STONE STAIRS (6)	\$14.95
FANDB04	RAISED STONE WALKWAYS	\$14.95
FANDG02	DOUBLE DOORS (5)	\$10.95
FANDG03	SKULL GATE AND ALTAR	\$10.95
FANDG04	CYCLOPEAN PORTAL	\$19.95
FANFA02	HUGE MUSHROOMS (4)	\$11.95
FANFA03	ADVENTURERS CAMPSITE (4)	\$11.95
FANFT01	DEVIL HEADED THRONE	\$14.95
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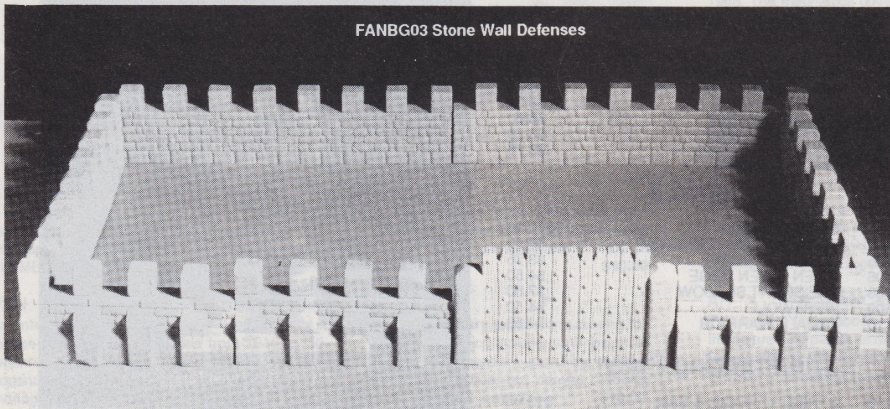
KRYOMEK MINIATURES

Kryomek Aliens

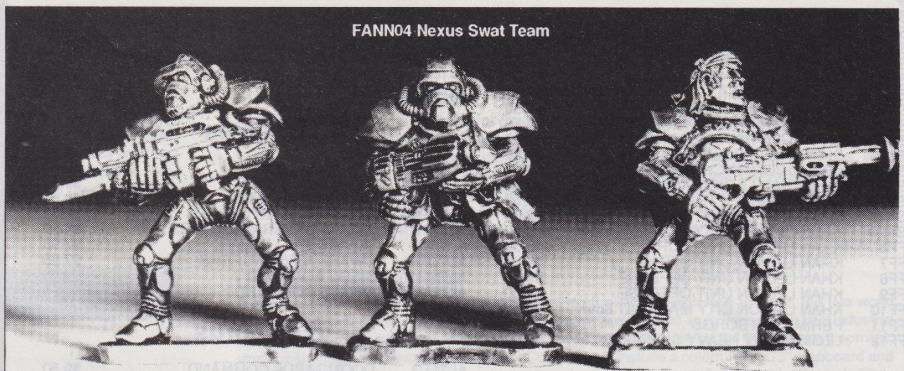
Aliens stand from 25 - 50mm tall.

FANK01	ALIEN HELIONS (5)	\$14.95
FANK02	ALIEN WARRIORS - LIGHT WEAPONS	\$14.95
FANK03	ALIEN WARRIORS - HEAVY WEAPONS	\$14.95
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FANK10	ALIEN HELIONS (3)	\$11.95
FANK11	ALIEN HELIONS (3)	\$11.95
FANK12	ALIEN HELIONS (3)	\$11.95
FANK13	ALIEN HELIONS (3)	\$11.95
FANK14	ALIEN HELIONS (3)	\$11.95
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FANBG03 Stone Wall Defenses



FANN04 Nexus Swat Team



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FANKI04	EGG CHAMBER FLOORS (4)	\$19.95
FANKI05	HATCHING HELION, ALIEN EGGS	\$19.95

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FANN02	NEXUS MARINES (4)	\$11.95
FANN03	NEXUS HEAVY WEAPONS (3)	\$11.95
FANN04	NEXUS SWAT TEAM	\$11.95
FANN05	NEXUS SWAT TEAM (3)	\$11.95
FANN06	NEXUS SWAT TEAM (3)	\$11.95
FANN07	NEXUS SWAT TEAM (3)	\$11.95
FANN08	NEXUS SWAT HEAVY WEAPONS (2)	\$10.95

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FANCY01	CYLOS PENAL TROOPS (3)	\$11.95
FANCY02	CYLOS PENAL TROOPS (3)	\$11.95
FANCY03	CYLOS PENAL TROOPS (3)	\$11.95
FANCY04	CYLOS PENAL TROOPS (3)	\$11.95
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FANNV10	HOVER PERSONNEL CARRIER	\$22.50
FANNV11	GRAV PERSONNEL CARRIER	\$22.50
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Human Nexus Buildings

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FANNB19	ADVANCE HEAVY GUN TOWER	\$14.95
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FANNB21	CLUSTER ROCKET DEFENCE TOWER	\$26.95
FANNB22	AUTO-FLAK DEFENCE TOWER	\$26.95
FANNB23	ADVANCE GUN TOWER	\$14.95
FANNB24	ADVANCE ROCKET TOWER	\$14.95
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FANNB26	AUTOMATED SECURITY TOWER	\$11.95

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1/28th scale resin buildings.

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NOTE CHEAPER PRICES!

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ALTFC28	CRUSADER COUNTER INSURGENCE	\$9.50
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ALTSK5	SHIA KHAN BATTLEMASTER II	\$9.50
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ALTSK11	SHIA KHAN DROP TROOP COMMAND	\$9.50
ALTSK12	SHIA KHAN PSYCHOBORG	\$12.00
ALTSK14	SHIA KHAN PRIAM LEGION	\$9.50
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ALTSK04 BattleMaster

FANTASY

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ALTC5	ELF GUARD DRAGOONS COMMAND	\$9.50
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ALTC11	ELF GUARD INFANTRY	\$9.50
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ALTC14	THRONE OF THE EMPRESS	\$9.50
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ALTC20	HIGH ELF KNIGHTS	\$7.95
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ALTC22	ELF ASSASSINS	\$9.50
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ALTCM16 Fomorian Blades

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ALTCM19	MOR & CONANN	\$12.95
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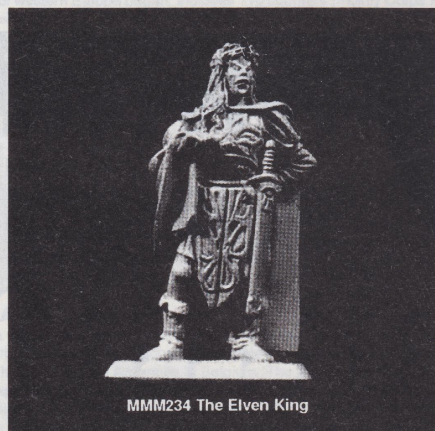
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CI75398 Stone Troll

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